MORTAL KOMBAT®

ISSUE No.6 95p FEBRUARY

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SHOWDOWN!!

MORTAL MAYHEM AS *BLOOD AND THUNDER* NEARS ITS THRILLING CLIMAX

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MORTAL KOMBAT™®
Issue #6
February 1996

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Blood and Thunder Part 6

"Mortal Mayhem"

Story **Charles Marshall**
Pencils **Patrick Rolo**
Inks **Richard Edmond**
Lettering **Joseph Allen**
Colouring **Scott Sava**
Story Editor **Mark Paniccia**

WHAT HAS GONE BEFORE

A mysterious barge sets sail from Hong Kong across the East China sea. On board are fifty of the greatest fighters the world has ever seen. Their destination is the Island of **Shang Tsung**, and the ultimate tournament — Mortal Kombat.

Among their number are **Johnny Cage**, the Hollywood superstar, **Liu Kang**, a disciple of the Order of Light, and the ninjas **Hydro** and **Sub-Zero** from the Lin Kuei clan. An unexpected competitor is **Lt Sonya Blade** of the US Special Forces, who boards the ship in pursuit of the villainous **Kano** of the dreaded Black Dragon organization.

As they disembark on the island, the skies darken to herald the arrival of **Rayden**, the God of Thunder, who is determined to prevent Shang Tsung winning the tenth Mortal Kombat, and opening the portal between Earth and the Outworld, which would allow the evil god **Shao Khan** to walk the Earth.

Shang Tsung has managed to unlock the secrets of the mystic tome, the **Tao Te Zhan**; now, if he can find the answers to seven riddles, he will be able to control its awesome power. However, Kano hears him plotting and purloins the book, but he runs into Shang Tsung's champion, **Goro**, who imprisons him in the dungeon where several of the other Kombatants are being held.

Aided by the other Kombatants, Rayden tackles Goro, and after a ferocious battle the Prince Of Pain stands victorious. However, before he can savour his win, Goro mysteriously vanishes. Rayden uses this opportunity to release the other Kombatants from the dungeon by spiriting them away to Outworld.

The Kombatants are separated, but Kano after solving the first riddle of the Tao Te Zhan, loses possession of the book to the deadly **Scorpion**. The book changes hands several times, with different Kombatants working out the answers to different riddles, finally ending up with Sub-Zero. Kano is determined to get the book back, and he will let no-one stand in his way, including Liu Kang, whom he treacherously stabs in the back ...

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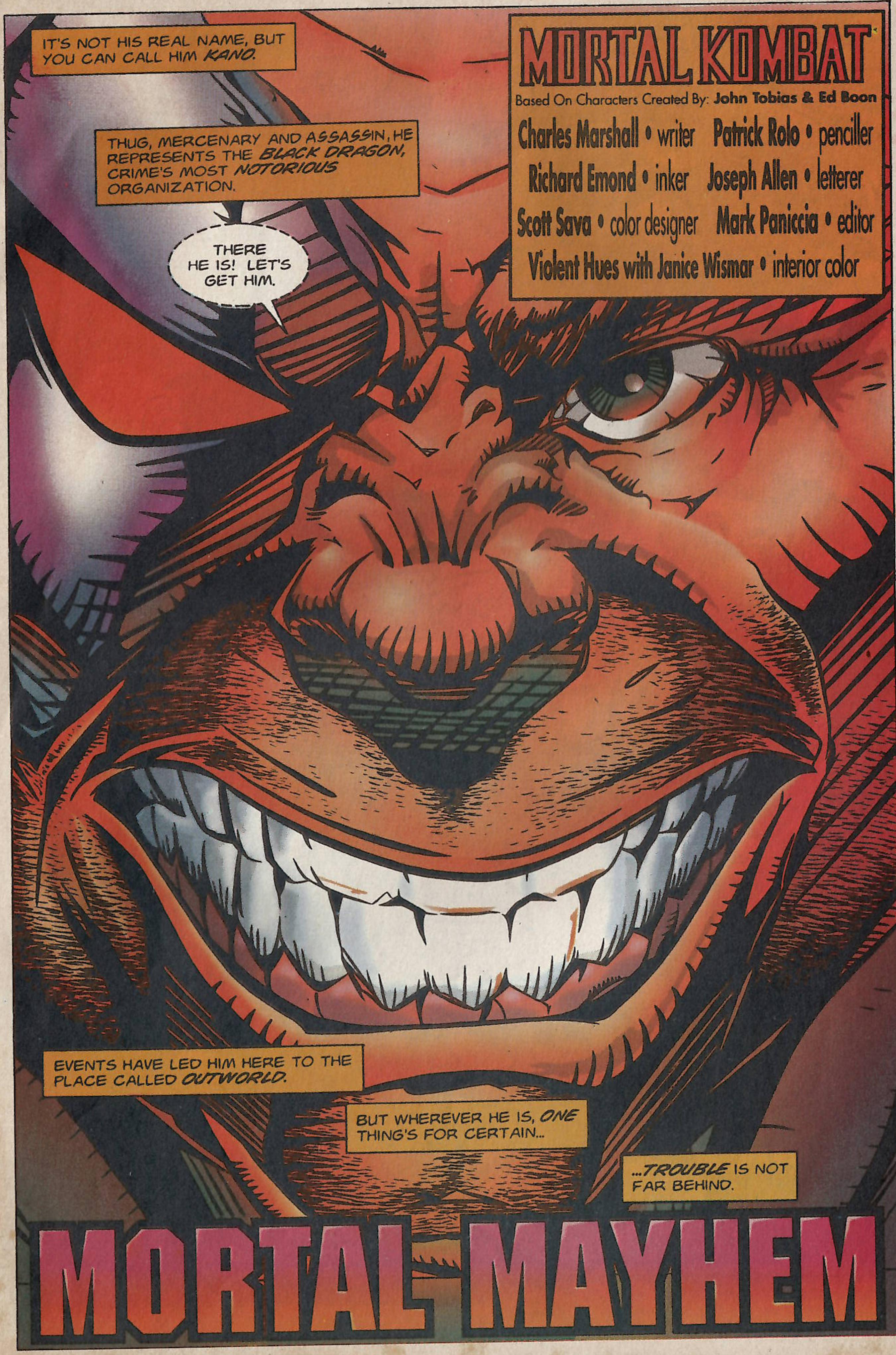
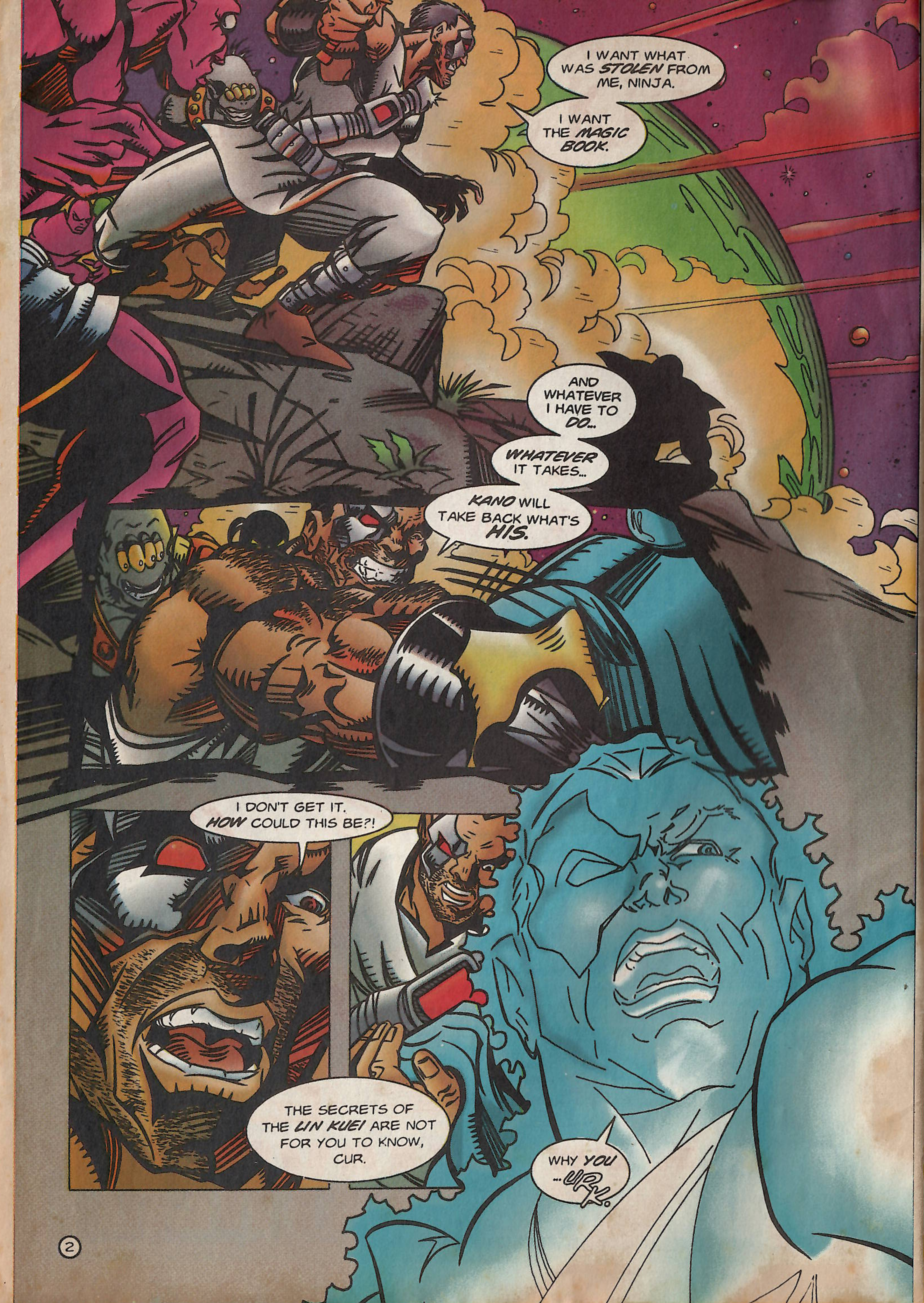
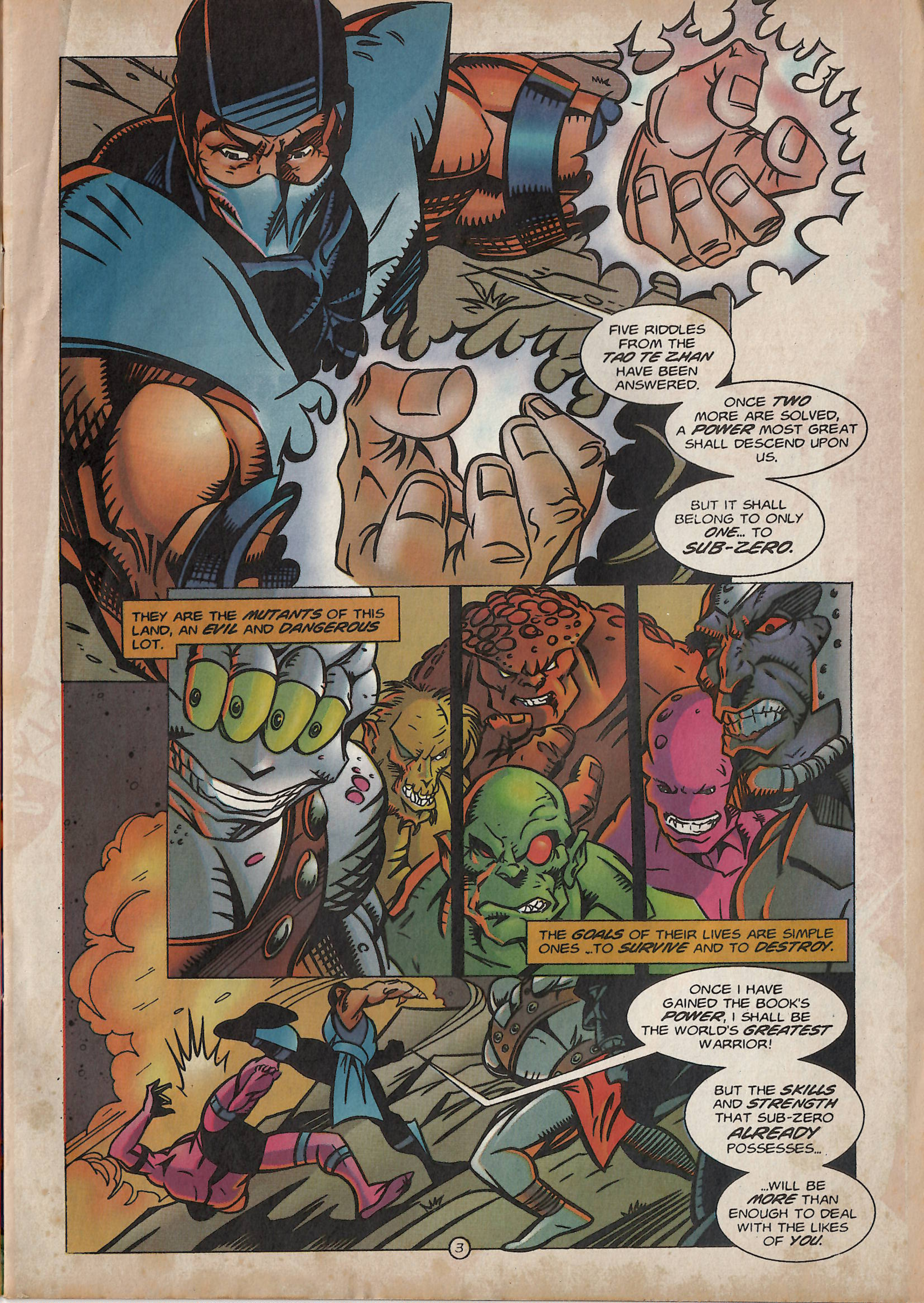
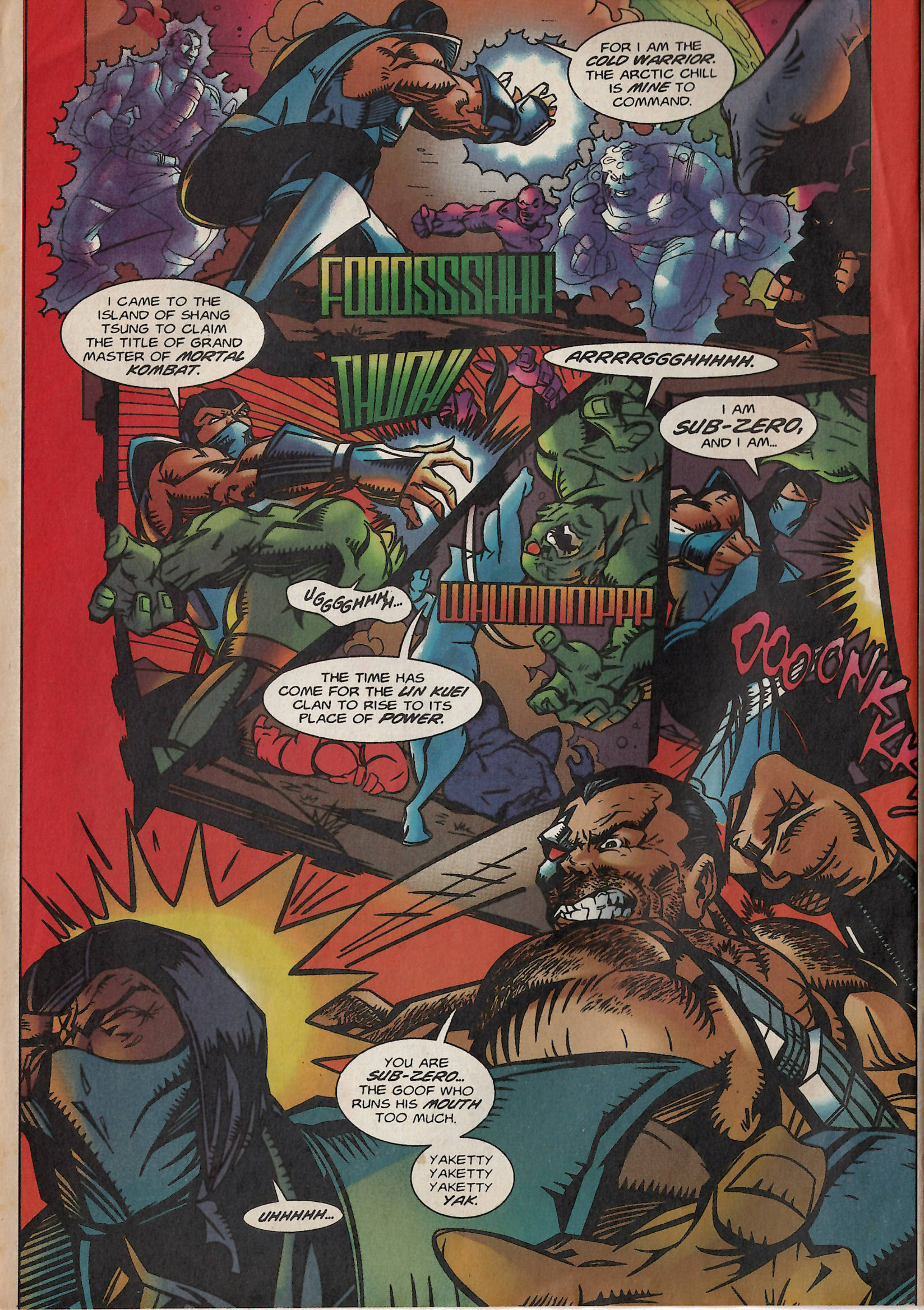
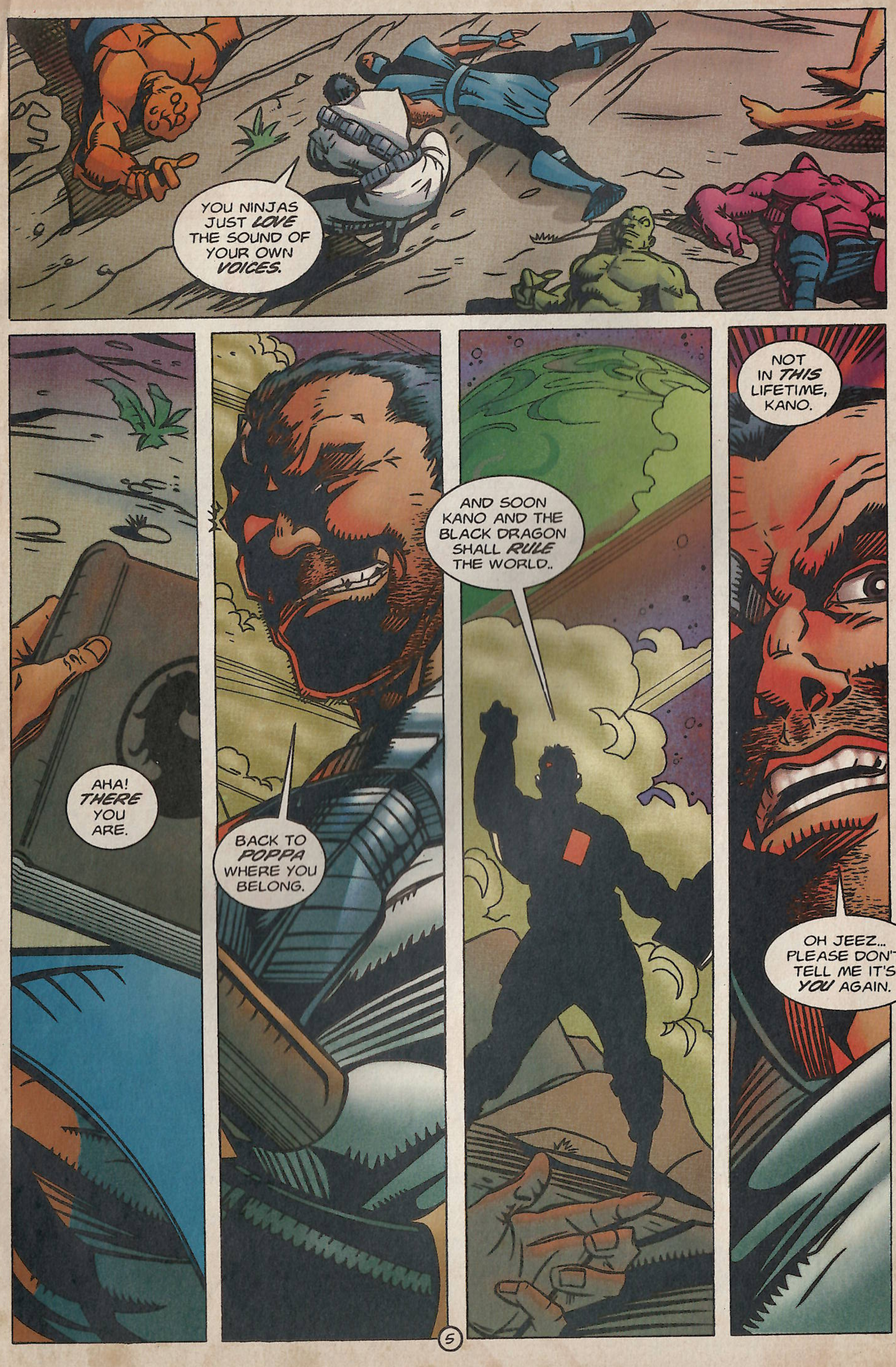
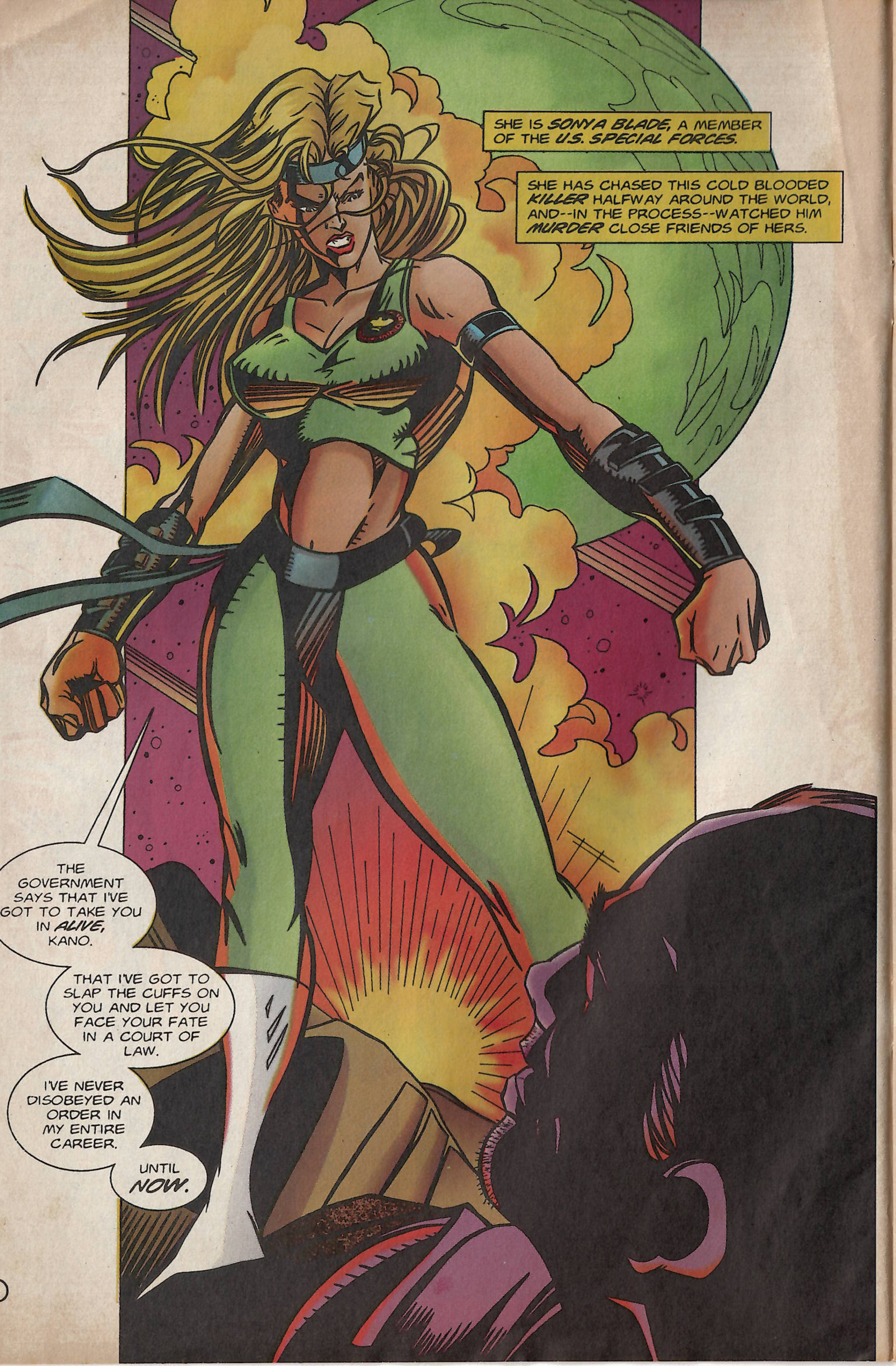

IT'S NOT HIS REAL NAME, BUT YOU CAN CALL HIM *KANO.*
MORTAL KOMBAT
Based On Characters Created By: John Tobias & Ed Boon
Charles Marshall • writer Patrick Rolo • penciller
Richard Emond • inker Joseph Allen • letterer
Scott Sava • color designer Mark Paniccia • editor
Violent Hues with Janice Wismar • interior color
THUG, MERCENARY AND ASSASSIN, HE REPRESENTS THE *BLACK DRAGON,* CRIME'S MOST *NOTORIOUS* ORGANIZATION.
THERE HE IS! LET'S GET HIM.
EVENTS HAVE LED HIM HERE TO THE PLACE CALLED *OUTWORLD.*
BUT WHEREVER HE IS, *ONE* THING'S FOR CERTAIN...
...*TROUBLE* IS NOT FAR BEHIND.
MORTAL MAYHEM

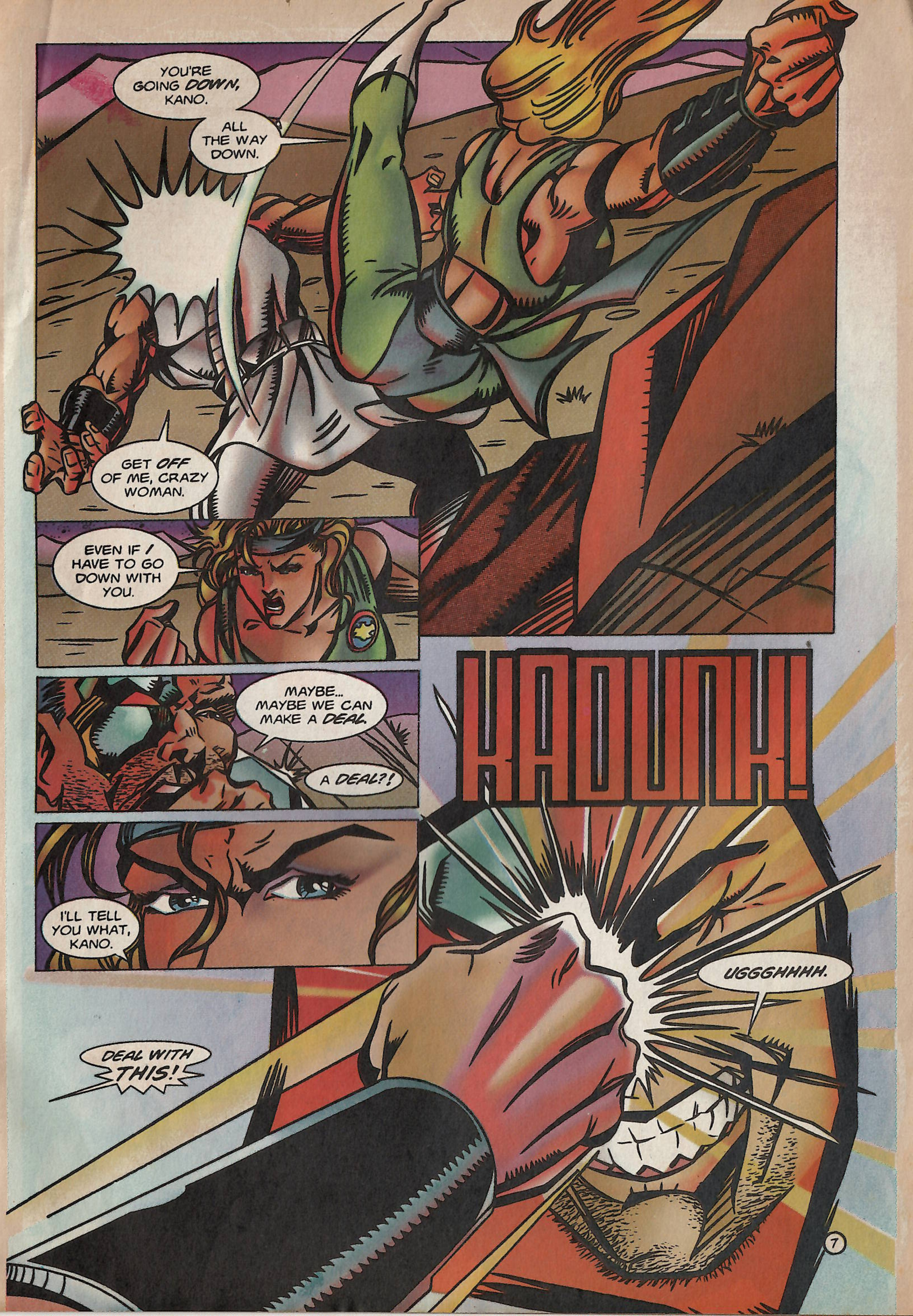

I WANT WHAT WAS STOLEN FROM ME, NINJA.
I WANT THE MAGIC BOOK.
AND WHATEVER I HAVE TO DO...
WHATEVER IT TAKES...
KANO WILL TAKE BACK WHAT'S HIS.
I DON'T GET IT. HOW COULD THIS BE?!
THE SECRETS OF THE LIN KUEI ARE NOT FOR YOU TO KNOW, CUR.
WHY YOU ...URK.

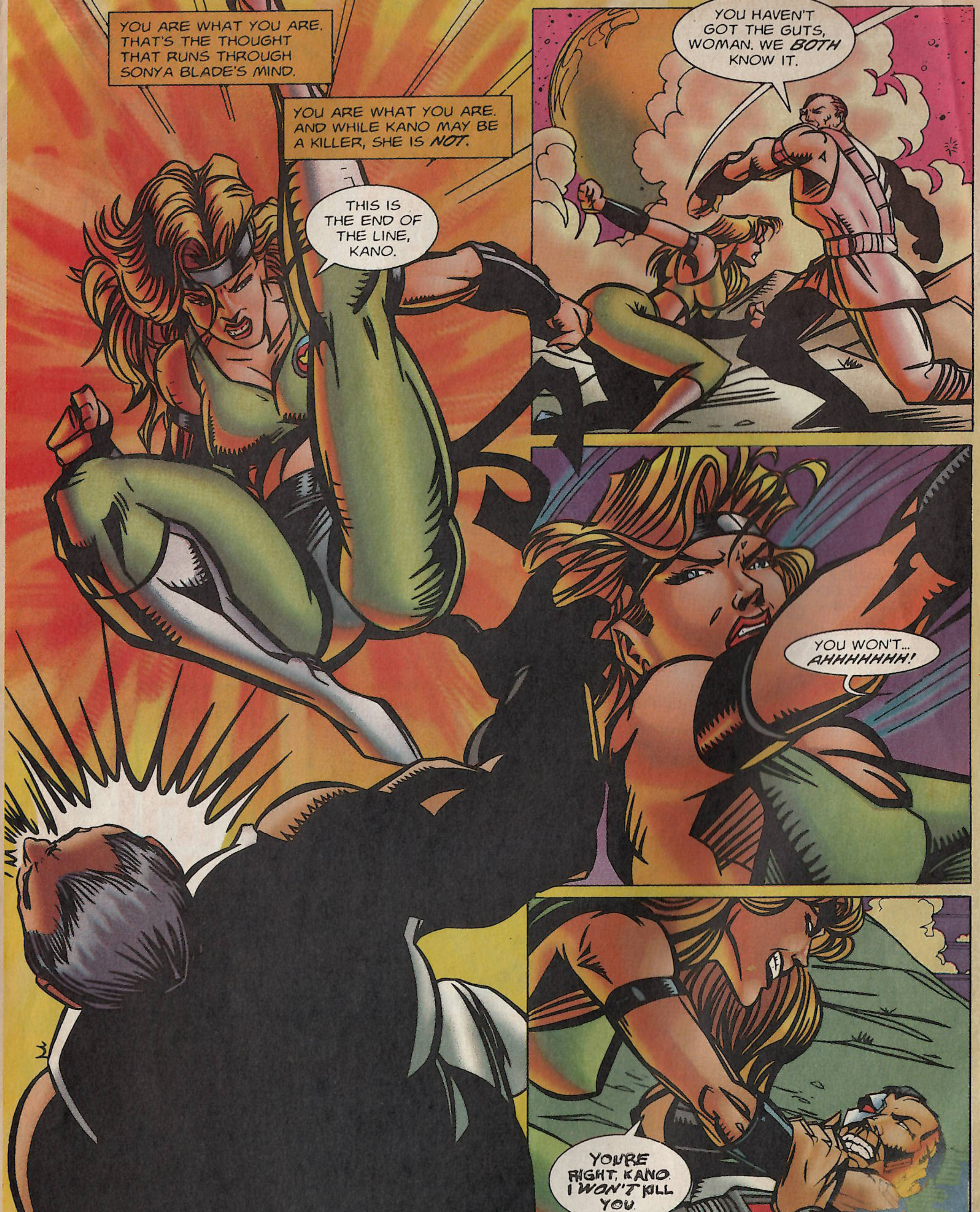

FIVE RIDDLES FROM THE TAO TE ZHAN HAVE BEEN ANSWERED.
ONCE TWO MORE ARE SOLVED, A POWER MOST GREAT SHALL DESCEND UPON US.
BUT IT SHALL BELONG TO ONLY ONE... TO SUB-ZERO.
THEY ARE THE MUTANTS OF THIS LAND, AN EVIL AND DANGEROUS LOT.
THE GOALS OF THEIR LIVES ARE SIMPLE ONES ...TO SURVIVE AND TO DESTROY.
ONCE I HAVE GAINED THE BOOK'S POWER, I SHALL BE THE WORLD'S GREATEST WARRIOR!
BUT THE SKILLS AND STRENGTH THAT SUB-ZERO ALREADY POSSESSES...
...WILL BE MORE THAN ENOUGH TO DEAL WITH THE LIKES OF YOU.

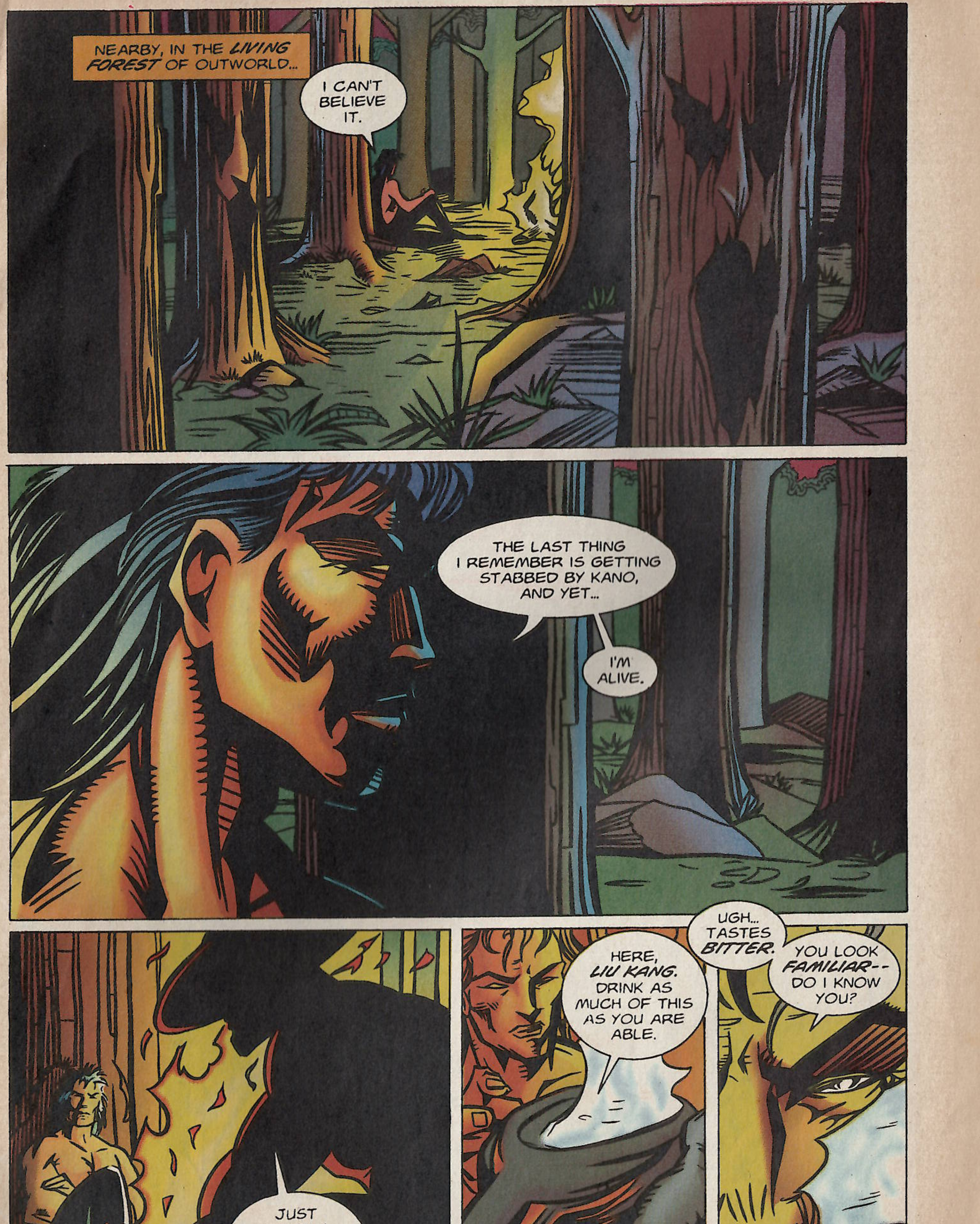

FOR I AM THE *COLD WARRIOR.* THE ARCTIC CHILL IS *MINE* TO COMMAND.
FOOOSSSHHH
I CAME TO THE ISLAND OF SHANG TSUNG TO CLAIM THE TITLE OF GRAND MASTER OF *MORTAL KOMBAT.*
THUNK!
ARRRRGGGHHHHH.
I AM *SUB-ZERO,* AND I AM...
UGGGGHHH...
WHUMMMPPP
THE TIME HAS COME FOR THE *LIN KUEI* CLAN TO RISE TO ITS PLACE OF *POWER.*
DOOONKK
YOU ARE *SUB-ZERO*... THE GOOF WHO RUNS HIS *MOUTH* TOO MUCH.
YAKETTY YAKETTY YAKETTY *YAK.*
UHHHHH...

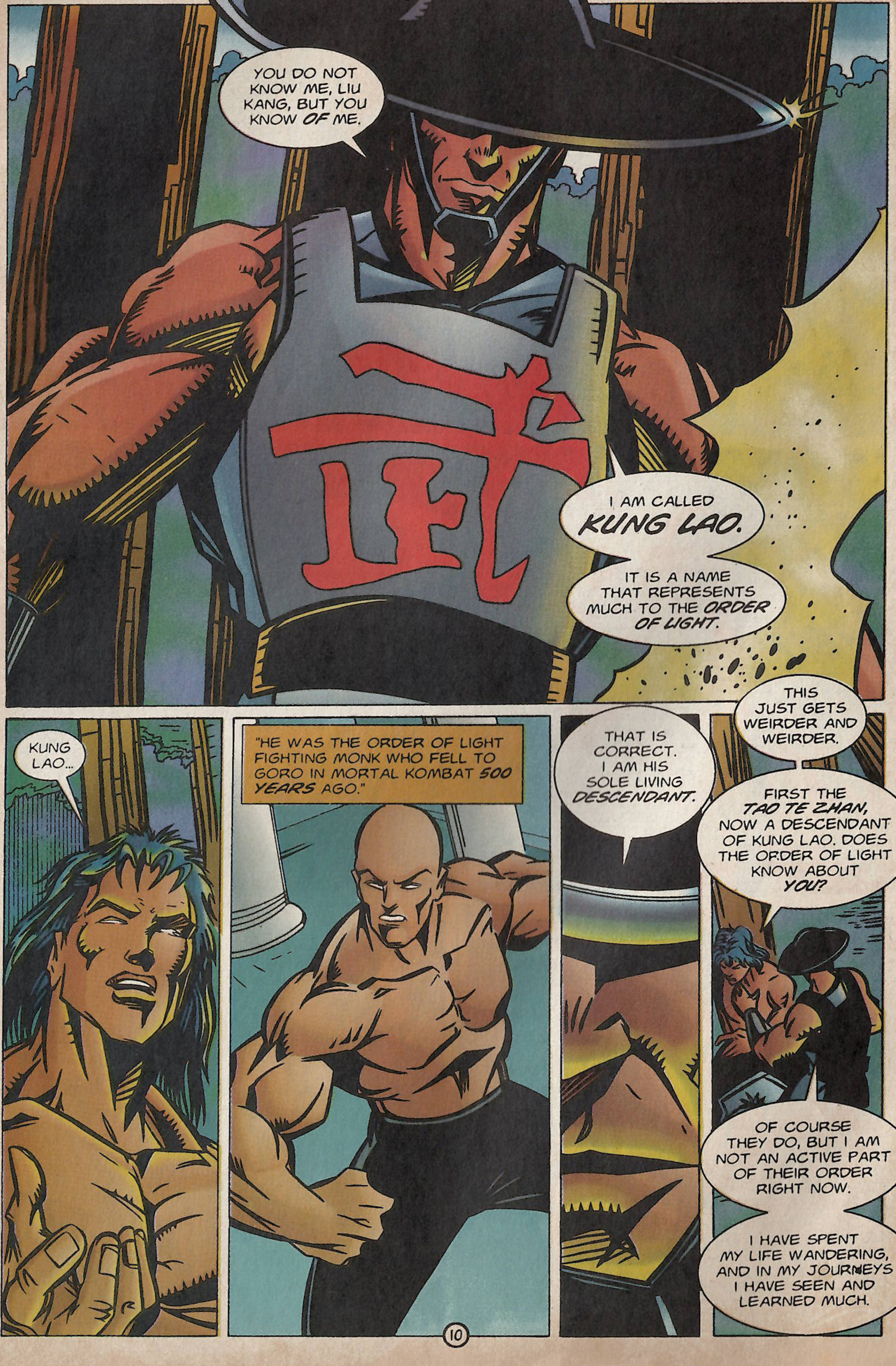

YOU NINJAS JUST *LOVE* THE SOUND OF YOUR OWN *VOICES.*
AHA! *THERE* YOU ARE.
BACK TO *POPPA* WHERE YOU BELONG.
AND SOON KANO AND THE BLACK DRAGON SHALL *RULE* THE WORLD..
NOT IN *THIS* LIFETIME, KANO.
OH JEEZ... PLEASE DON'T TELL ME IT'S *YOU* AGAIN.

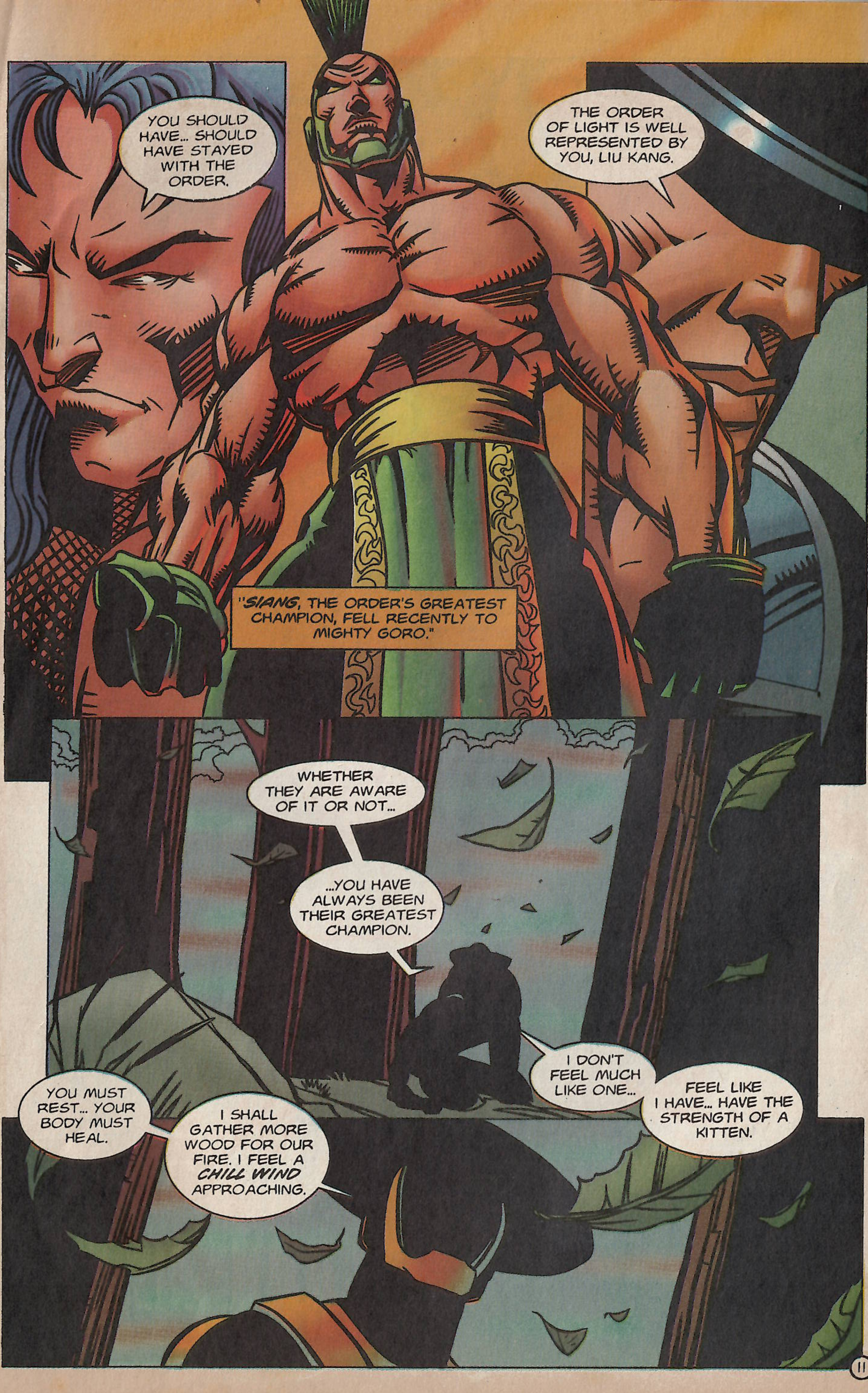

SHE IS *SONYA BLADE*, A MEMBER OF THE *U.S. SPECIAL FORCES*.
SHE HAS CHASED THIS COLD BLOODED *KILLER* HALFWAY AROUND THE WORLD, AND--IN THE PROCESS--WATCHED HIM *MURDER* CLOSE FRIENDS OF HERS.
THE GOVERNMENT SAYS THAT I'VE GOT TO TAKE YOU IN *ALIVE*, KANO.
THAT I'VE GOT TO SLAP THE CUFFS ON YOU AND LET YOU FACE YOUR FATE IN A COURT OF LAW.
I'VE NEVER DISOBEYED AN ORDER IN MY ENTIRE CAREER.
UNTIL *NOW*.

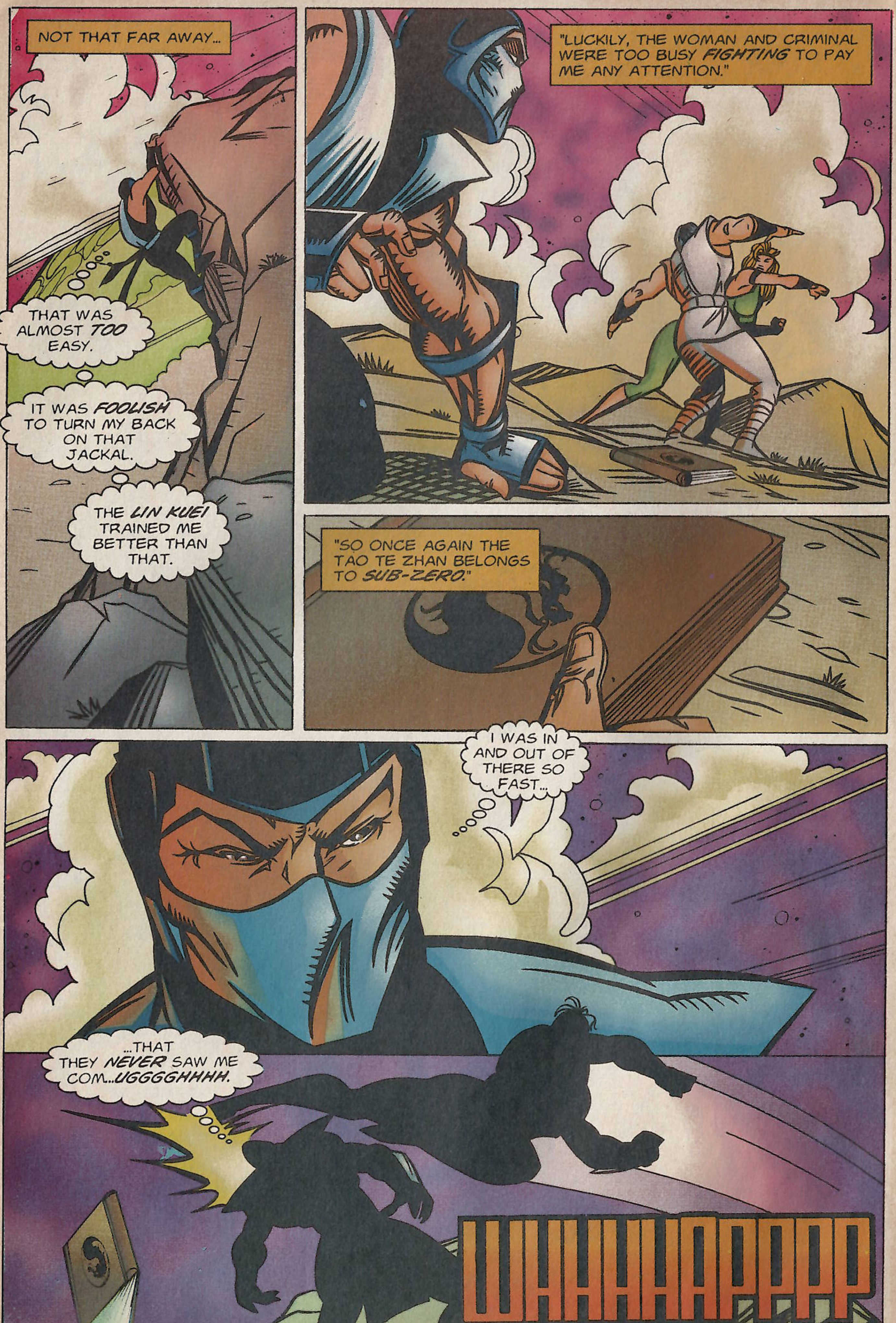

YOU'RE GOING *DOWN*, KANO.
ALL THE WAY DOWN.
GET *OFF* OF ME, CRAZY WOMAN.
EVEN IF *I* HAVE TO GO DOWN WITH YOU.
MAYBE... MAYBE WE CAN MAKE A *DEAL*.
A *DEAL?!*
I'LL TELL YOU WHAT, KANO.
KADUNK!
DEAL WITH *THIS!*
UGGGHHHH.

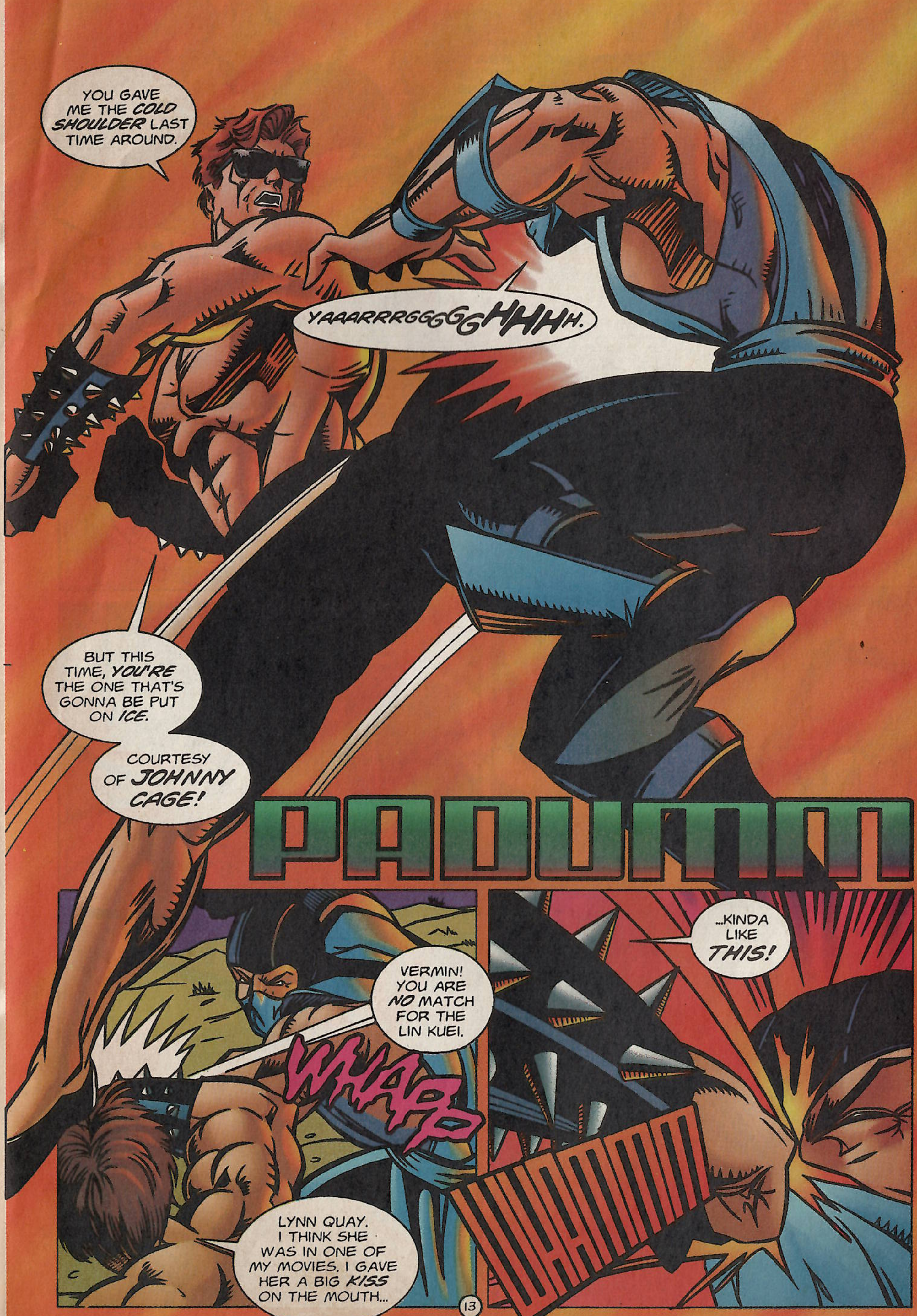

YOU ARE WHAT YOU ARE. THAT'S THE THOUGHT THAT RUNS THROUGH SONYA BLADE'S MIND.
YOU HAVEN'T GOT THE GUTS, WOMAN. WE *BOTH* KNOW IT.
YOU ARE WHAT YOU ARE. AND WHILE KANO MAY BE A KILLER, SHE IS *NOT*.
THIS IS THE END OF THE LINE, KANO.
YOU WON'T... *AHHHHHHH!*
YOU'RE RIGHT, KANO. I *WON'T* KILL YOU.
BUT I *WILL* MAKE YOU *WISH* YOU WERE *DEAD*.

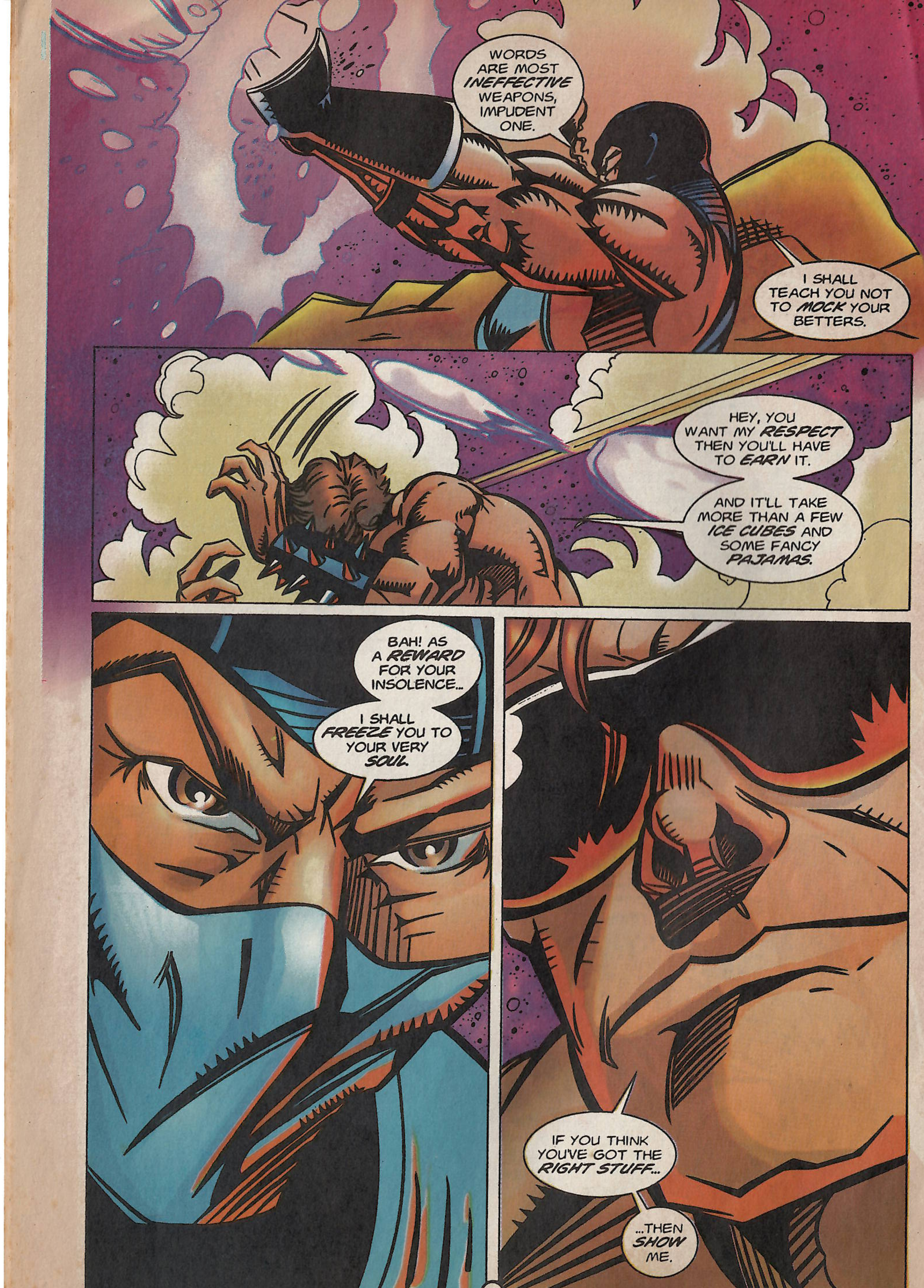

NEARBY, IN THE *LIVING FOREST* OF OUTWORLD...
I CAN'T BELIEVE IT.
THE LAST THING I REMEMBER IS GETTING STABBED BY KANO, AND YET...
I'M ALIVE.
JUST BARELY. YOUR *WOUND* WAS VERY DEEP.
HERE, *LIU KANG*. DRINK AS MUCH OF THIS AS YOU ARE ABLE.
UGH... TASTES *BITTER*.
YOU LOOK *FAMILIAR*-- DO I KNOW YOU?

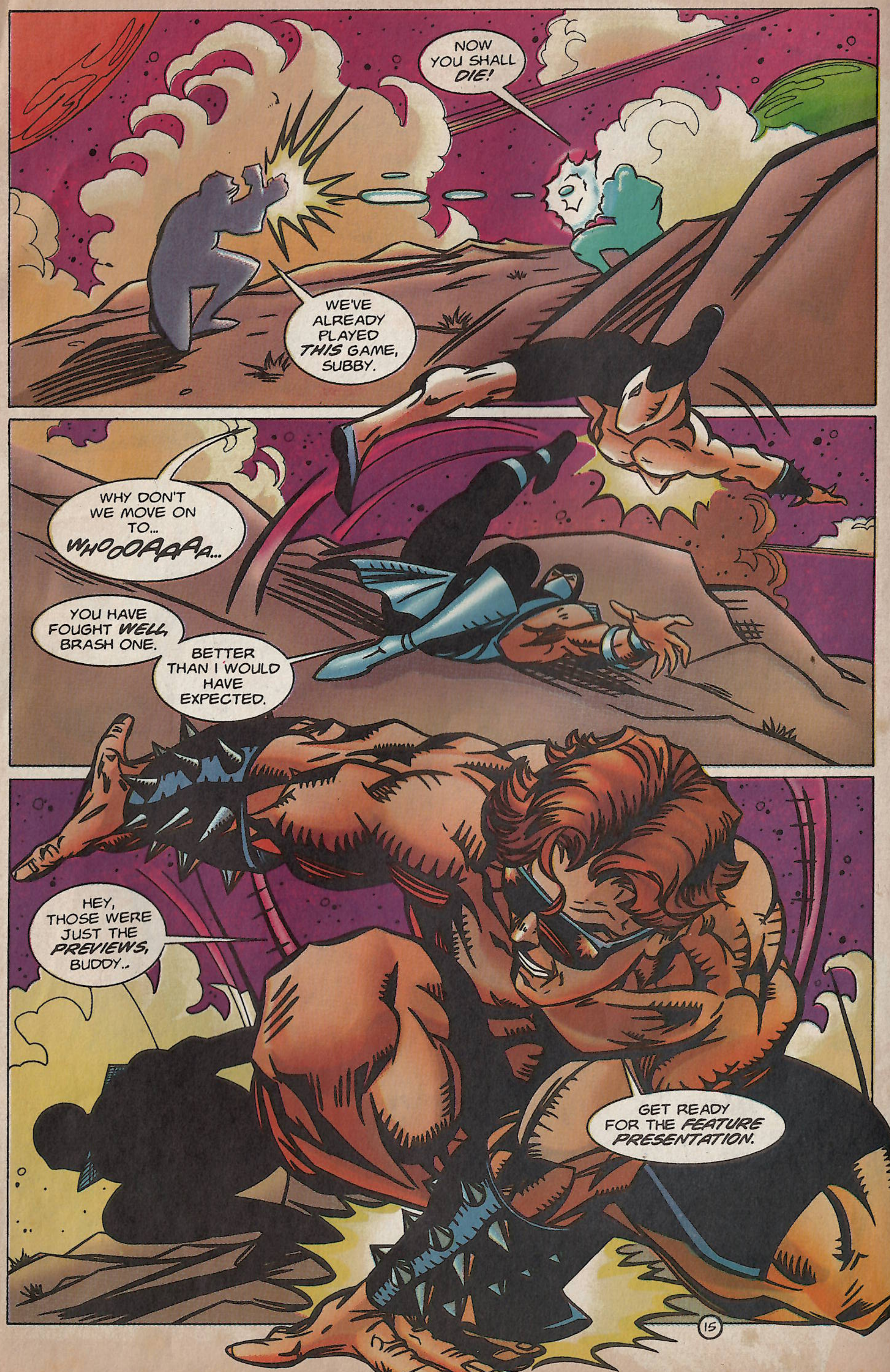

YOU DO NOT KNOW ME, LIU KANG, BUT YOU KNOW *OF* ME.
I AM CALLED *KUNG LAO.*
IT IS A NAME THAT REPRESENTS MUCH TO THE *ORDER OF LIGHT.*
KUNG LAO...
"HE WAS THE ORDER OF LIGHT FIGHTING MONK WHO FELL TO GORO IN MORTAL KOMBAT *500 YEARS* AGO."
THAT IS CORRECT. I AM HIS SOLE LIVING *DESCENDANT.*
THIS JUST GETS WEIRDER AND WEIRDER.
FIRST THE *TAO TE ZHAN,* NOW A DESCENDANT OF KUNG LAO. DOES THE ORDER OF LIGHT KNOW ABOUT *YOU?*
OF COURSE THEY DO, BUT I AM NOT AN ACTIVE PART OF THEIR ORDER RIGHT NOW.
I HAVE SPENT MY LIFE WANDERING, AND IN MY JOURNEYS I HAVE SEEN AND LEARNED MUCH.

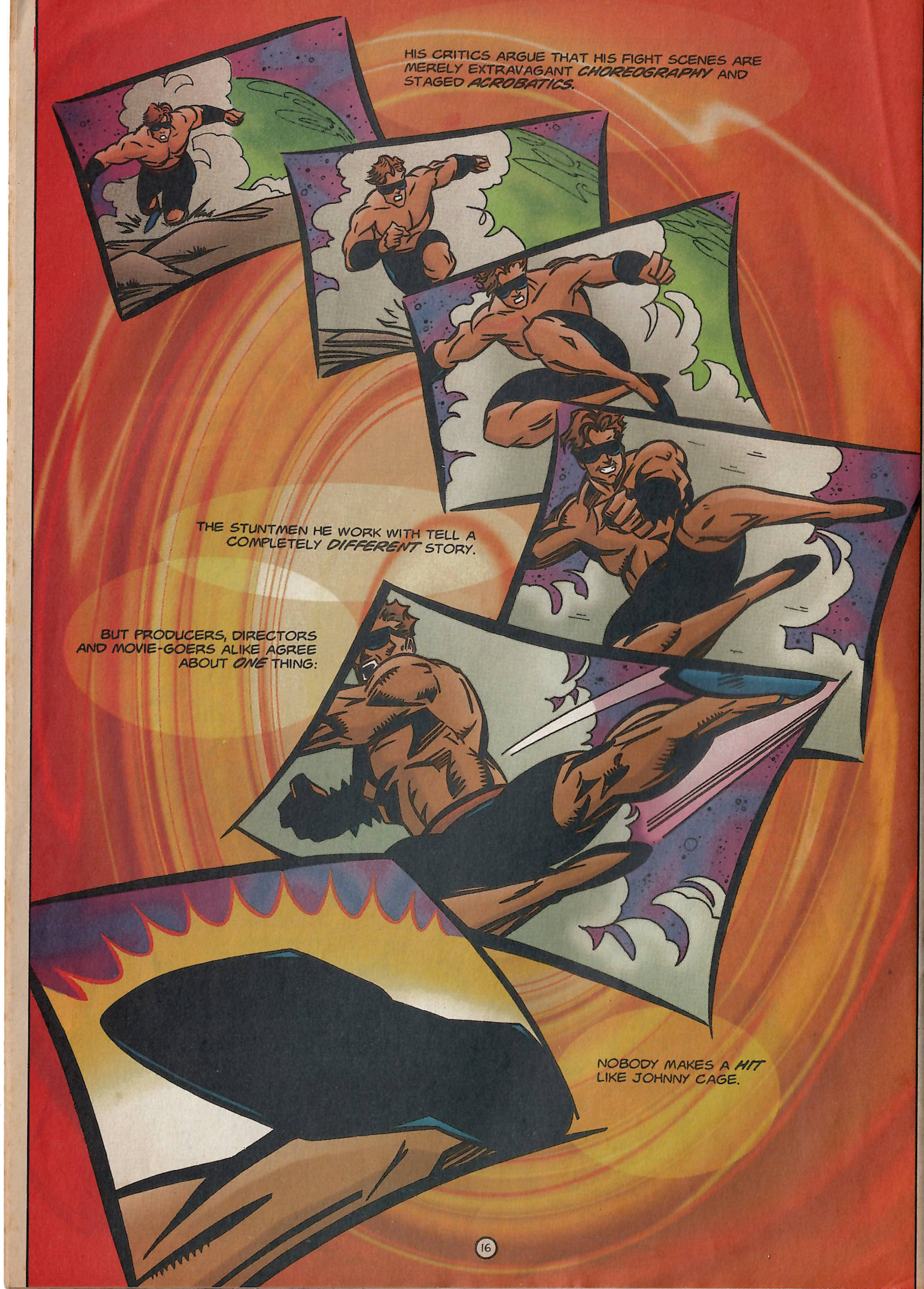

YOU SHOULD HAVE... SHOULD HAVE STAYED WITH THE ORDER.
THE ORDER OF LIGHT IS WELL REPRESENTED BY YOU, LIU KANG.
"*SIANG,* THE ORDER'S GREATEST CHAMPION, FELL RECENTLY TO MIGHTY GORO."
WHETHER THEY ARE AWARE OF IT OR NOT...
...YOU HAVE ALWAYS BEEN THEIR GREATEST CHAMPION.
I DON'T FEEL MUCH LIKE ONE...
FEEL LIKE I HAVE... HAVE THE STRENGTH OF A KITTEN.
YOU MUST REST... YOUR BODY MUST HEAL.
I SHALL GATHER MORE WOOD FOR OUR FIRE. I FEEL A *CHILL WIND* APPROACHING.

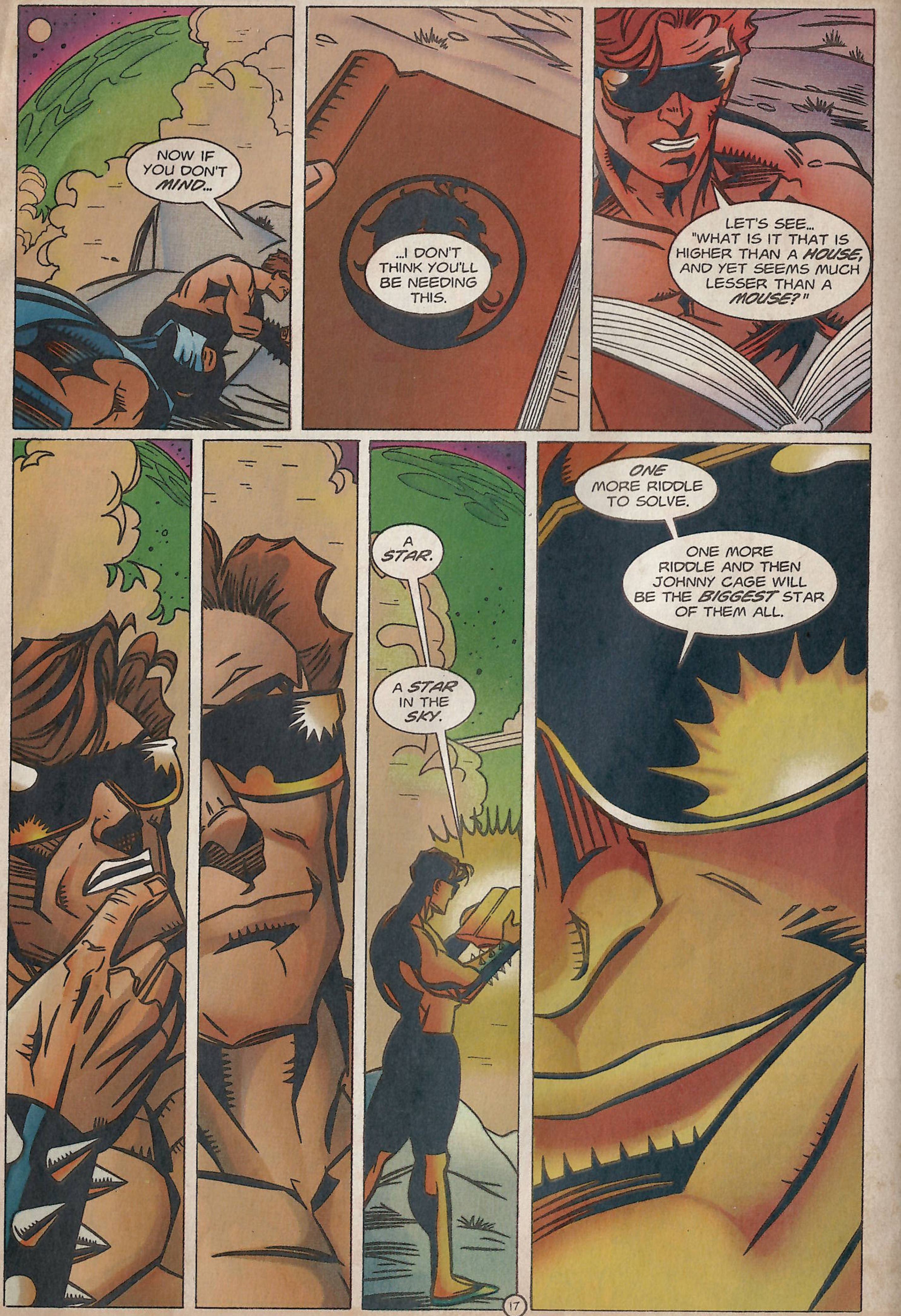

NOT THAT FAR AWAY...
THAT WAS ALMOST *TOO* EASY.
IT WAS *FOOLISH* TO TURN MY BACK ON THAT JACKAL.
THE *LIN KUEI* TRAINED ME BETTER THAN THAT.
"LUCKILY, THE WOMAN AND CRIMINAL WERE TOO BUSY *FIGHTING* TO PAY ME ANY ATTENTION."
"SO ONCE AGAIN THE TAO TE ZHAN BELONGS TO *SUB-ZERO*."
I WAS IN AND OUT OF THERE SO FAST...
...THAT THEY *NEVER* SAW ME COM...UGGGGHHHH.
WHHHHAPPPP

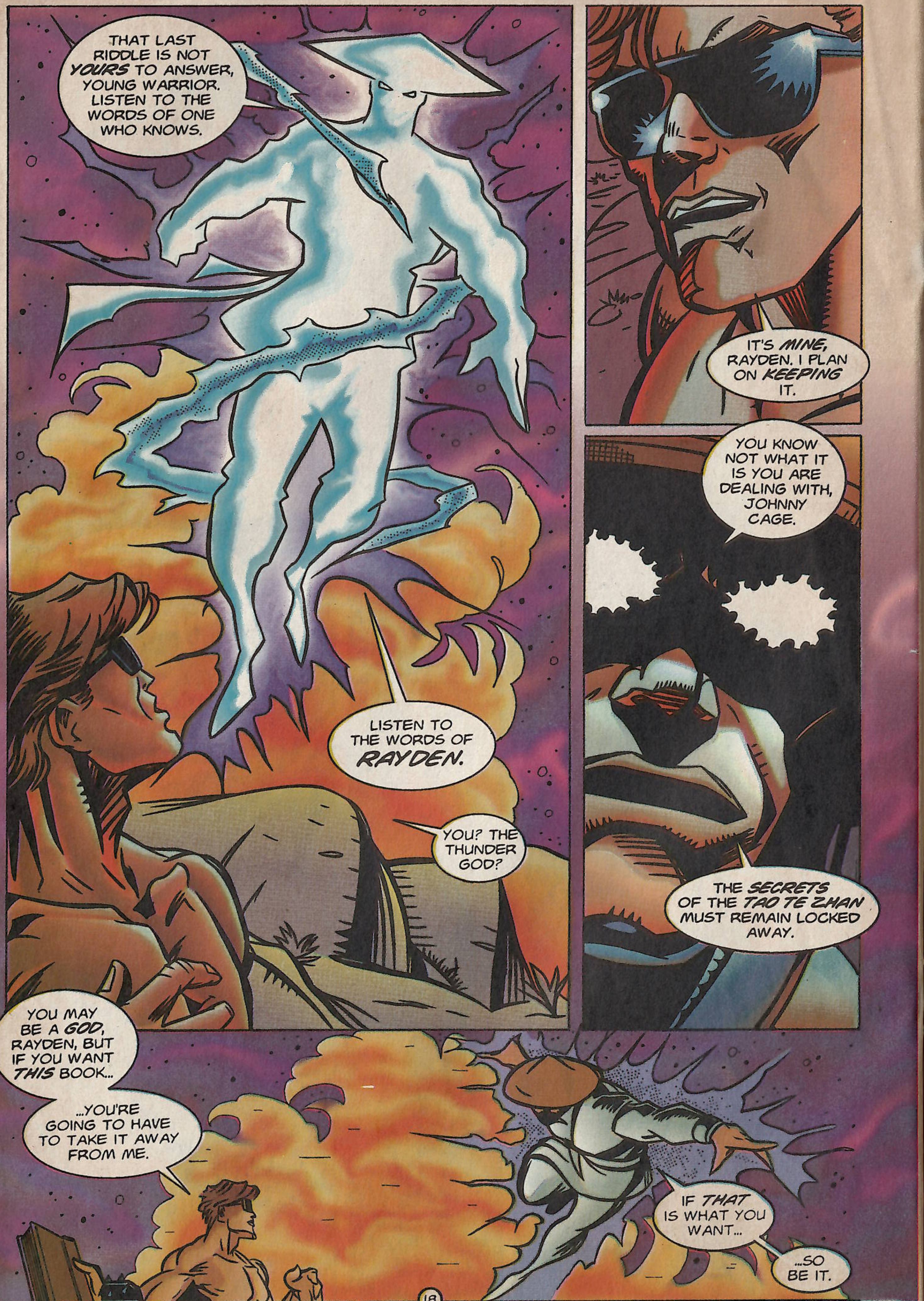

YOU GAVE ME THE *COLD SHOULDER* LAST TIME AROUND.
YAAARRRGGGGGHHHH.
BUT THIS TIME, *YOU'RE* THE ONE THAT'S GONNA BE PUT ON *ICE*.
COURTESY OF *JOHNNY CAGE!*
PADUMM
VERMIN! YOU ARE *NO* MATCH FOR THE LIN KUEI.
WHAPP
LYNN QUAY. I THINK SHE WAS IN ONE OF MY MOVIES. I GAVE HER A BIG *KISS* ON THE MOUTH...
...KINDA LIKE *THIS!*
WHAMM

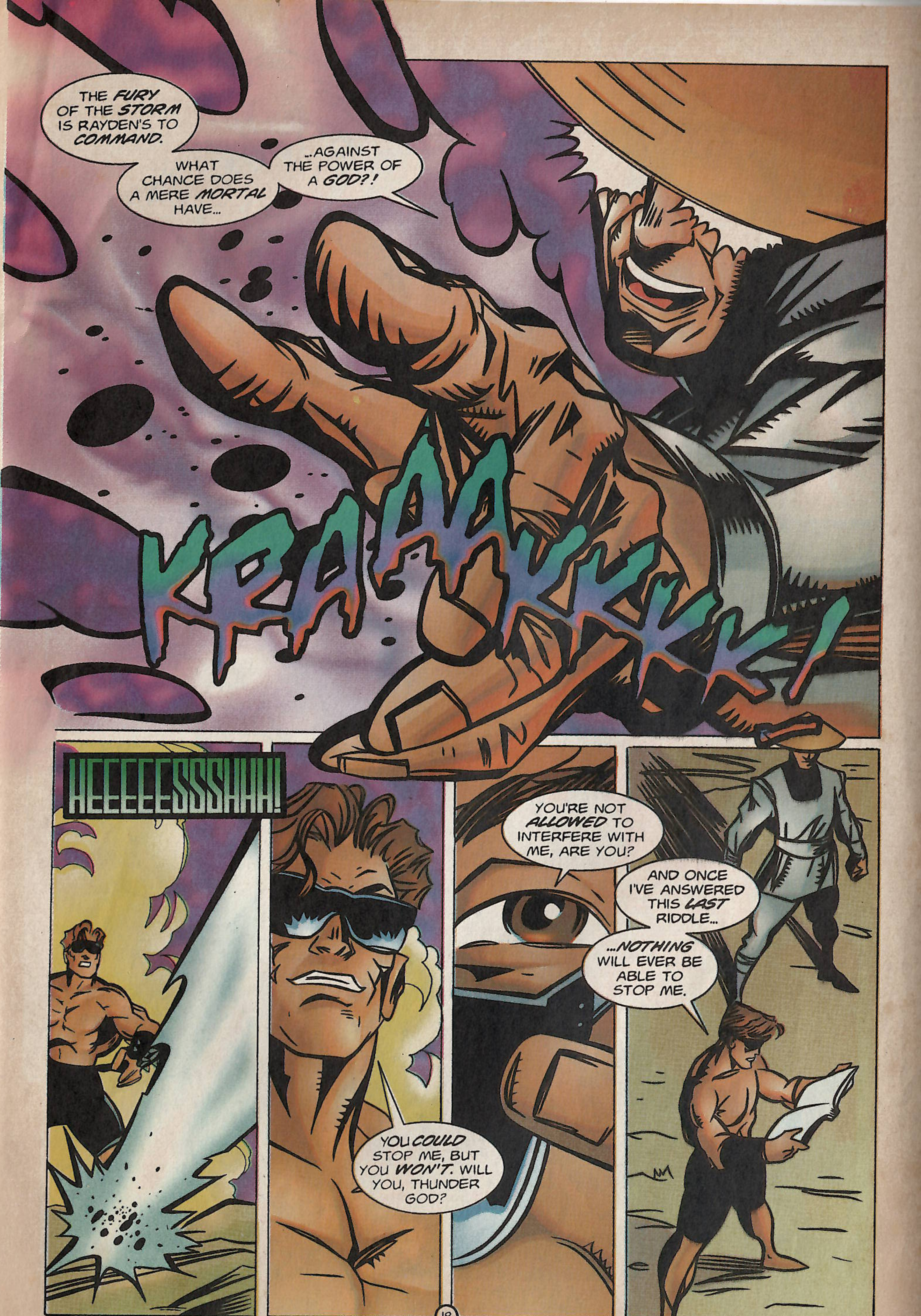

WORDS ARE MOST *INEFFECTIVE* WEAPONS, IMPUDENT ONE.
I SHALL TEACH YOU NOT TO *MOCK* YOUR BETTERS.
HEY, YOU WANT MY *RESPECT* THEN YOU'LL HAVE TO *EARN* IT.
AND IT'LL TAKE MORE THAN A FEW *ICE CUBES* AND SOME FANCY *PAJAMAS.*
BAH! AS A *REWARD* FOR YOUR INSOLENCE...
I SHALL *FREEZE* YOU TO YOUR VERY *SOUL.*
IF YOU THINK YOU'VE GOT THE *RIGHT STUFF*...
...THEN *SHOW* ME.

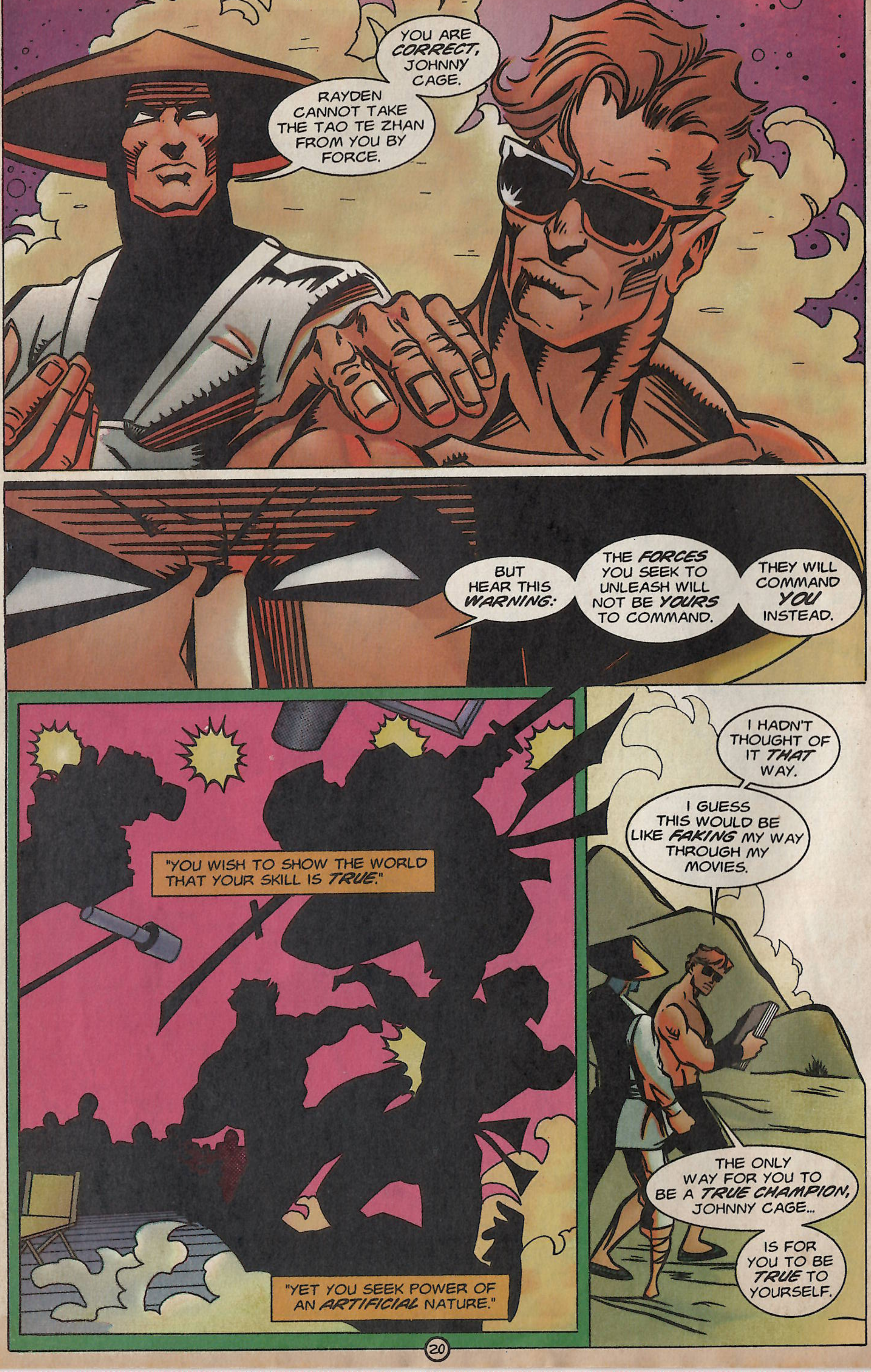

NOW YOU SHALL *DIE!*
WE'VE ALREADY PLAYED *THIS* GAME, SUBBY.
WHY DON'T WE MOVE ON TO... WHOOAAAA...
YOU HAVE FOUGHT *WELL,* BRASH ONE.
BETTER THAN I WOULD HAVE EXPECTED.
HEY, THOSE WERE JUST THE *PREVIEWS,* BUDDY..
GET READY FOR THE *FEATURE PRESENTATION.*

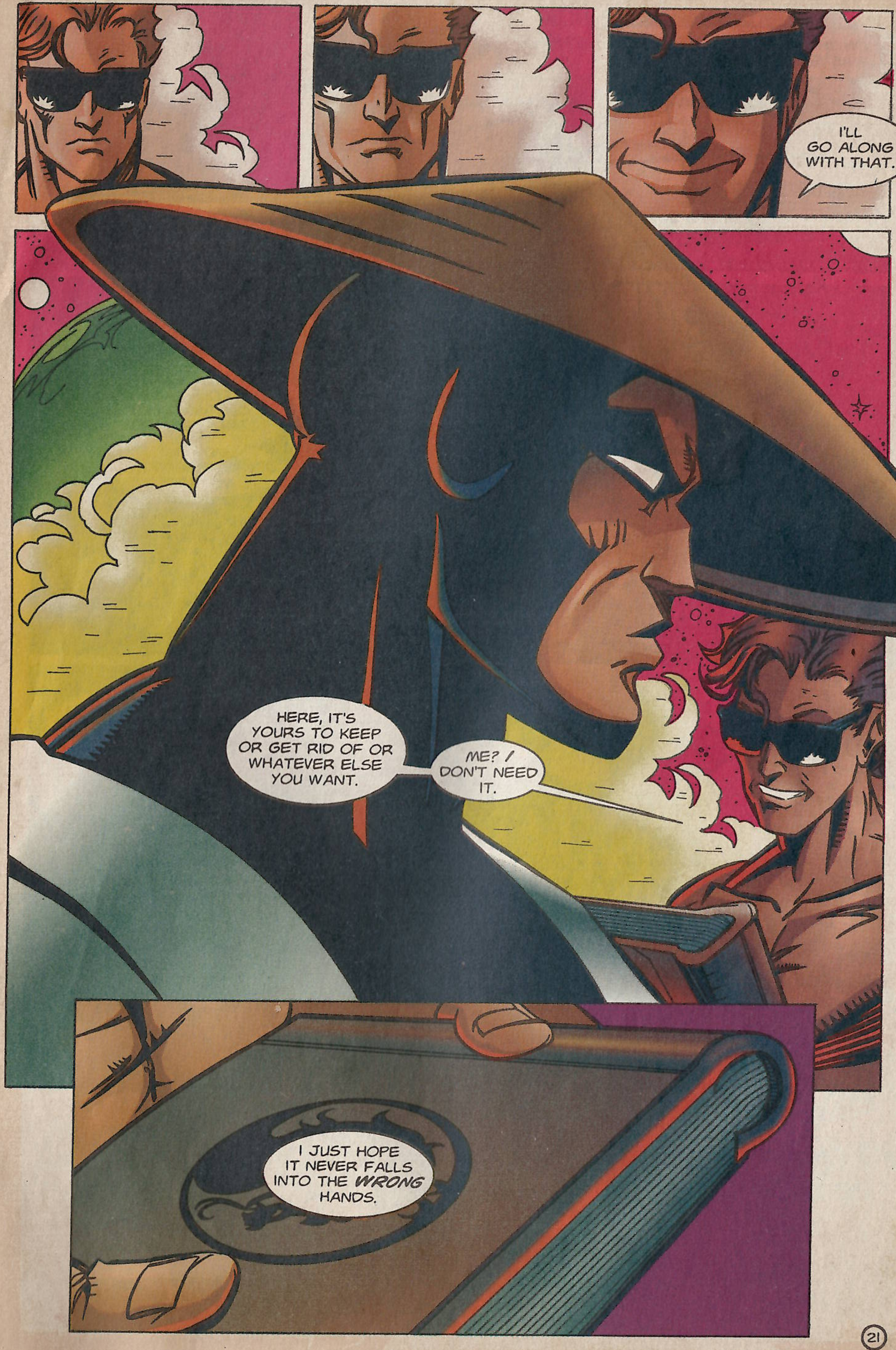

HIS CRITICS ARGUE THAT HIS FIGHT SCENES ARE MERELY EXTRAVAGANT *CHOREOGRAPHY* AND STAGED *ACROBATICS*.
THE STUNTMEN HE WORK WITH TELL A COMPLETELY *DIFFERENT* STORY.
BUT PRODUCERS, DIRECTORS AND MOVIE-GOERS ALIKE AGREE ABOUT *ONE* THING:
NOBODY MAKES A *HIT* LIKE JOHNNY CAGE.

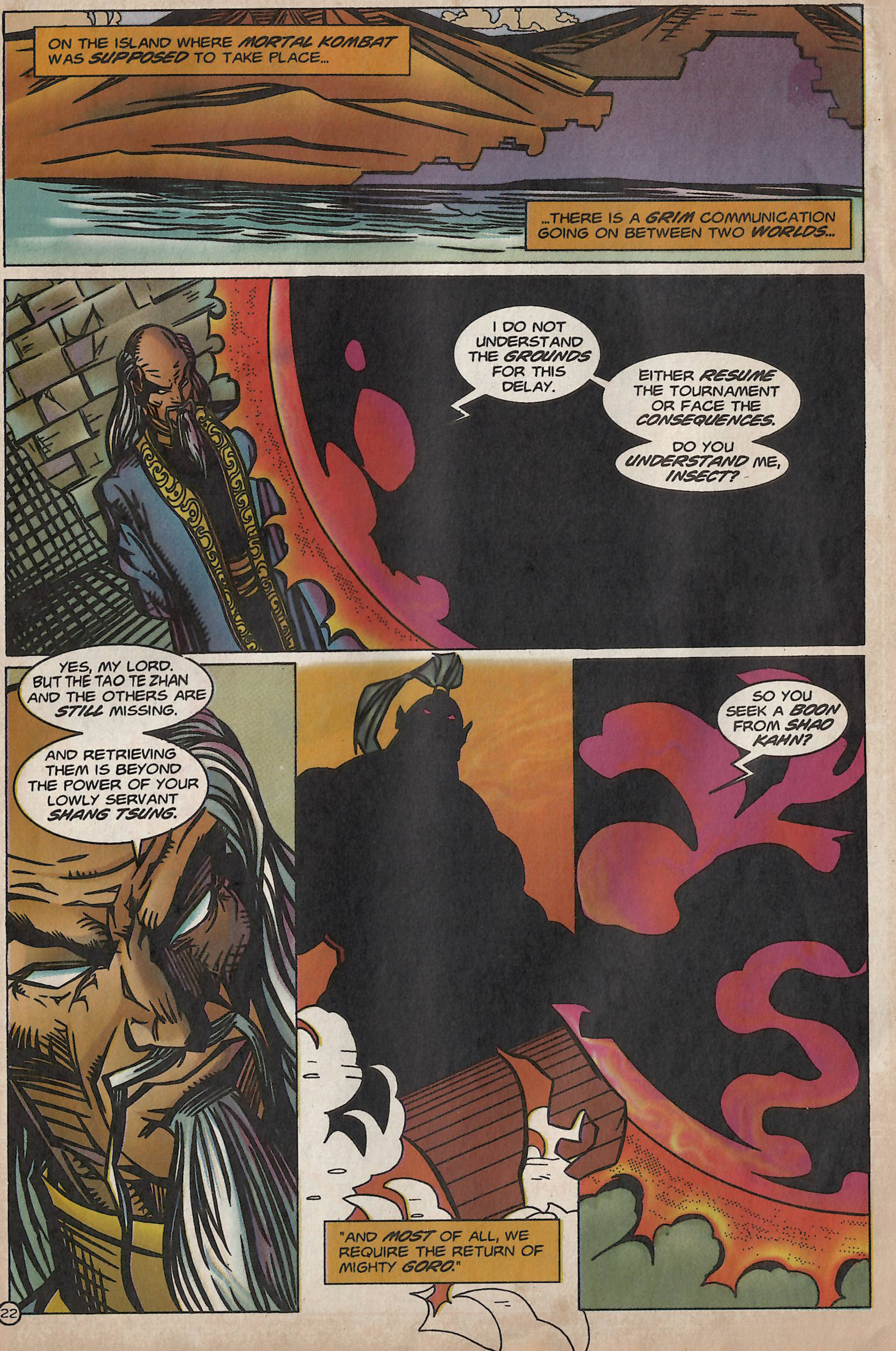

NOW IF YOU DON'T *MIND*...
...I DON'T THINK YOU'LL BE NEEDING THIS.
LET'S SEE... "WHAT IS IT THAT IS HIGHER THAN A *HOUSE*, AND YET SEEMS MUCH LESSER THAN A *MOUSE?*"
A *STAR*.
A *STAR* IN THE *SKY*.
ONE MORE RIDDLE TO SOLVE.
ONE MORE RIDDLE AND THEN JOHNNY CAGE WILL BE THE *BIGGEST* STAR OF THEM ALL.

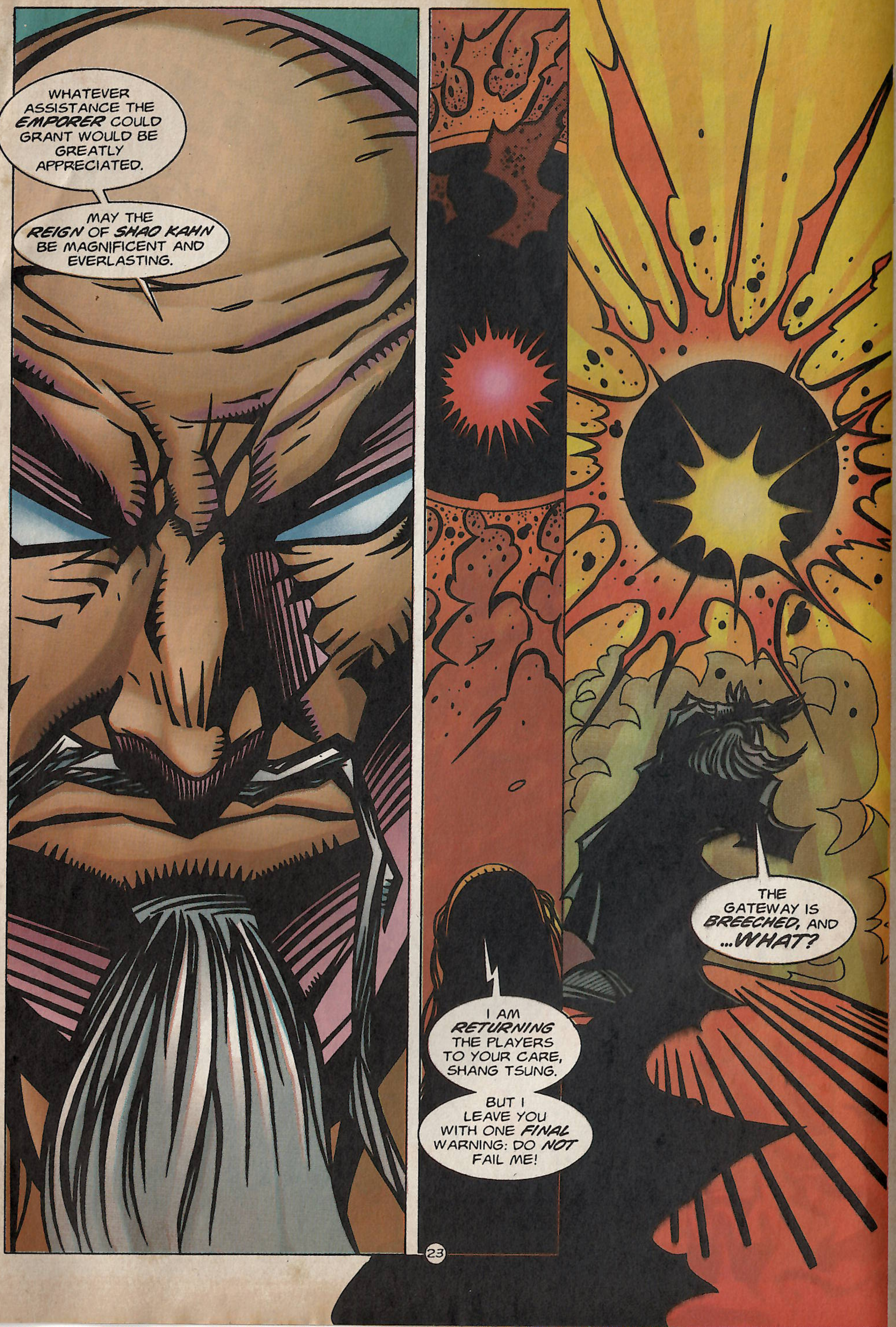

THAT LAST RIDDLE IS NOT *YOURS* TO ANSWER, YOUNG WARRIOR. LISTEN TO THE WORDS OF ONE WHO KNOWS.
LISTEN TO THE WORDS OF *RAYDEN.*
YOU? THE THUNDER GOD?
IT'S *MINE,* RAYDEN. I PLAN ON *KEEPING* IT.
YOU KNOW NOT WHAT IT IS YOU ARE DEALING WITH, JOHNNY CAGE.
THE *SECRETS* OF THE *TAO TE ZHAN* MUST REMAIN LOCKED AWAY.
YOU MAY BE A *GOD,* RAYDEN, BUT IF YOU WANT *THIS* BOOK...
...YOU'RE GOING TO HAVE TO TAKE IT AWAY FROM ME.
IF *THAT* IS WHAT YOU WANT...
...SO BE IT.

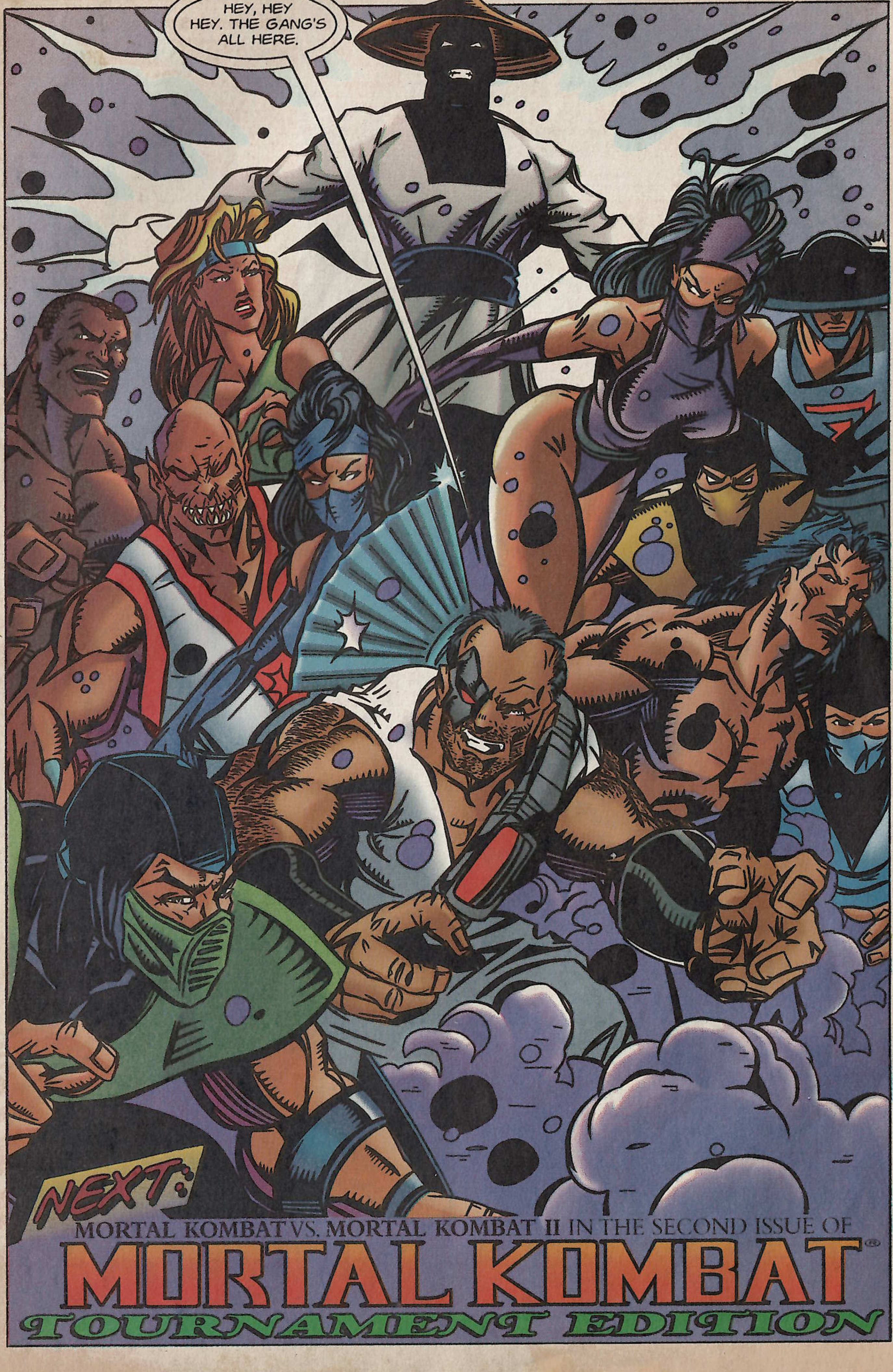

THE *FURY* OF THE *STORM* IS RAYDEN'S TO *COMMAND.*
WHAT CHANCE DOES A MERE *MORTAL* HAVE...
...AGAINST THE POWER OF A *GOD?!*
KRAAAKKKKK!
HEEEEESSSHHH!
YOU *COULD* STOP ME, BUT YOU *WON'T.* WILL YOU, THUNDER GOD?
YOU'RE NOT *ALLOWED* TO INTERFERE WITH ME, ARE YOU?
AND ONCE I'VE ANSWERED THIS *LAST* RIDDLE...
...*NOTHING* WILL EVER BE ABLE TO STOP ME.


YOU ARE *CORRECT*, JOHNNY CAGE.
RAYDEN CANNOT TAKE THE TAO TE ZHAN FROM YOU BY FORCE.
BUT HEAR THIS *WARNING:*
THE *FORCES* YOU SEEK TO UNLEASH WILL NOT BE *YOURS* TO COMMAND.
THEY WILL COMMAND *YOU* INSTEAD.
"YOU WISH TO SHOW THE WORLD THAT YOUR SKILL IS *TRUE*."
"YET YOU SEEK POWER OF AN *ARTIFICIAL* NATURE."
I HADN'T THOUGHT OF IT *THAT* WAY.
I GUESS THIS WOULD BE LIKE *FAKING* MY WAY THROUGH MY MOVIES.
THE ONLY WAY FOR YOU TO BE A *TRUE CHAMPION*, JOHNNY CAGE...
IS FOR YOU TO BE *TRUE* TO YOURSELF.


I'LL GO ALONG WITH THAT.
HERE, IT'S YOURS TO KEEP OR GET RID OF OR WHATEVER ELSE YOU WANT.
ME? *I* DON'T NEED IT.
I JUST HOPE IT NEVER FALLS INTO THE *WRONG* HANDS.


ON THE ISLAND WHERE MORTAL KOMBAT WAS SUPPOSED TO TAKE PLACE...
...THERE IS A GRIM COMMUNICATION GOING ON BETWEEN TWO WORLDS...
I DO NOT UNDERSTAND THE GROUNDS FOR THIS DELAY.
EITHER RESUME THE TOURNAMENT OR FACE THE CONSEQUENCES.
DO YOU UNDERSTAND ME, INSECT?
YES, MY LORD. BUT THE TAO TE ZHAN AND THE OTHERS ARE STILL MISSING.
AND RETRIEVING THEM IS BEYOND THE POWER OF YOUR LOWLY SERVANT SHANG TSUNG.
SO YOU SEEK A BOON FROM SHAO KAHN?
"AND MOST OF ALL, WE REQUIRE THE RETURN OF MIGHTY GORO."


WHATEVER ASSISTANCE THE EMPORER COULD GRANT WOULD BE GREATLY APPRECIATED.
MAY THE REIGN OF SHAO KAHN BE MAGNIFICENT AND EVERLASTING.
I AM RETURNING THE PLAYERS TO YOUR CARE, SHANG TSUNG.
BUT I LEAVE YOU WITH ONE FINAL WARNING: DO NOT FAIL ME!
THE GATEWAY IS BREECHED, AND ...WHAT?


HEY, HEY
HEY. THE GANG'S
ALL HERE.
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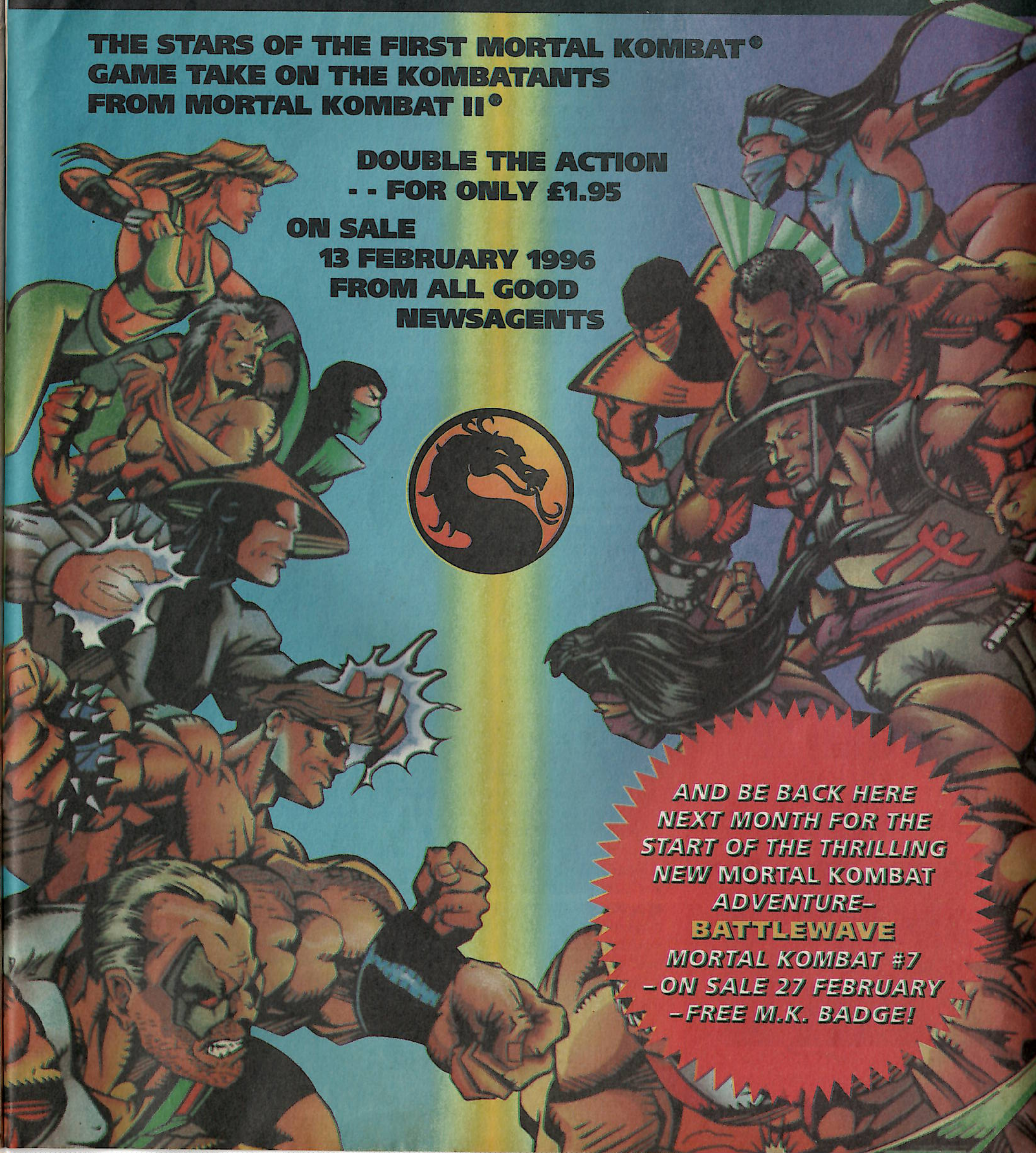

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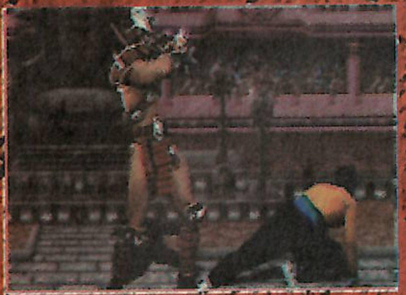
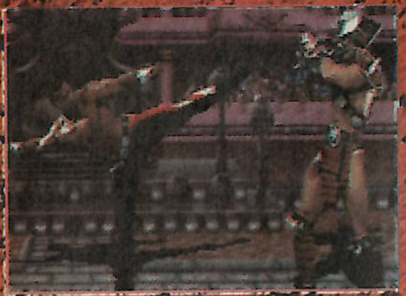
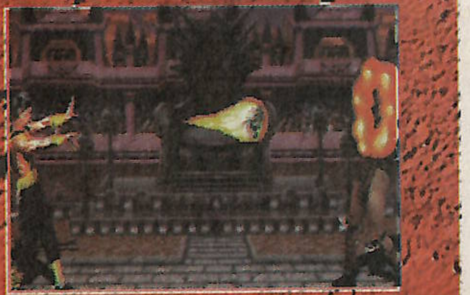
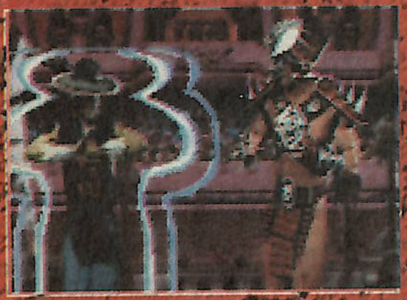
HOW TO BEAT SHAO KAHN™


Shao Kahn can be stalled with leg sweeps while waiting for a taunt.


Shao Kahn will eventually run into Jax' continuous run of high kicks.


Shang Tsung's firepower can be too much for Kahn to handle.


Kahn will usually run into most challengers special moves.

If you survive the Mortal Kombat tournament… If you defy the odds and defeat Kintaro…two very big "ifs," there is still one great challenge that awaits.

You must face the one being with the power to keep Goro, Kintaro and Shang Tsung as his servants. You must face the leader of all that is evil in the Outworld, Shao Kahn.

Ever since the end of the first Mortal Kombat, Shao Kahn has been biding his time to initiate a dastardly plan in which he will gain total dominion over not only the Outworld, but the Earth dimension as well. He will then pose a challenge that even the Elder Gods will fear.

To succeed, Shao Kahn's forces must eliminate all challengers, and he vows to let nothing prevent his victory–even if he is forced to intercede himself.

The Emperor of the Outworld brings awesome power to bear against Earth's defenders. His mystic fires can be channeled through a spear of force. He is an overwhelming physical presence, yet he moves with blinding speed to attack his opponents.

Even with his flashy moves, however, this giant will be more than satisfied to abandon his trickery in favor of planting a huge footprint on the face of anyone who would dare to stand in his way–over and over again.

Shao Kahn does have a vulnerable spot, however, which can be exploited to give a challenger the upper hand. He can be terribly overconfident and will often stand unprotected, daring you to try to hurt him. If you time your attack just right, you may be able to give him exactly what he's asking for!

Little does Shao Kahn know, however, that his defeat may come from within. His "devoted" minions have developed plans of their own. Should Kahn wish to maintain his power, he'd better watch his back!

Shao Kahn is your final challenge, but have no fear, because the worst part of the tournament is already behind you. Kahn is not anywhere near as tough to topple as Kintaro, and he has a lot of predictable moves.

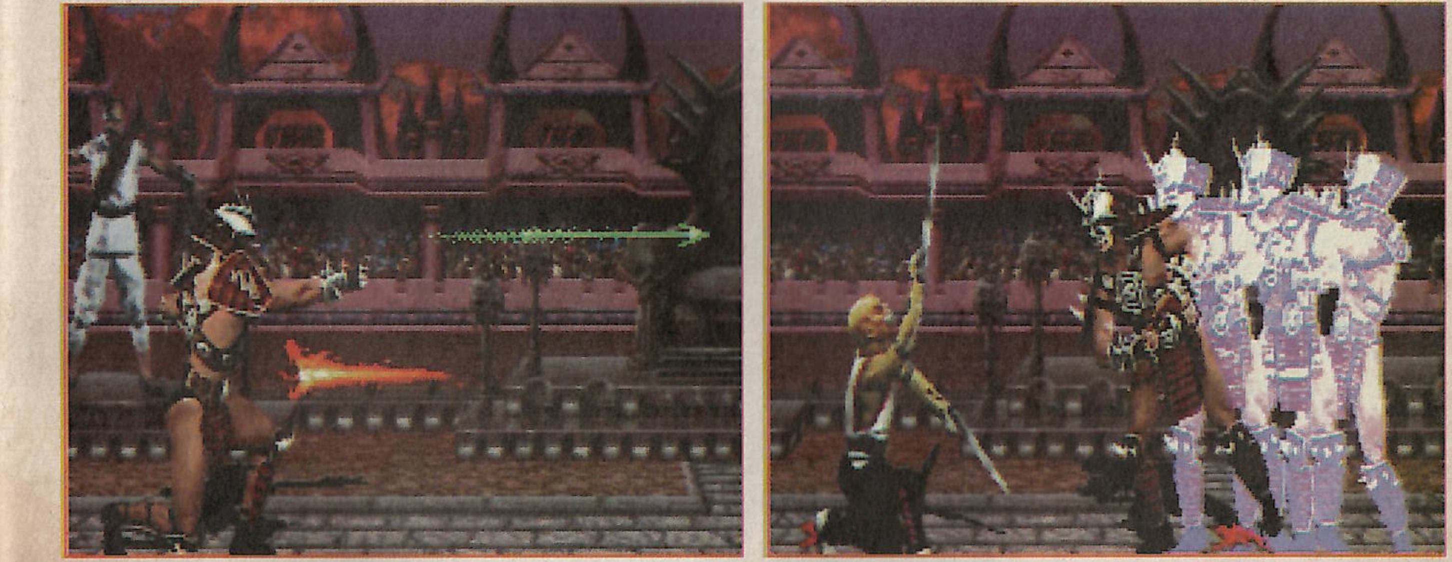
Known to be fond of taunting his opponents throughout the round, Shao Kahn leaves himself open to any type of attack. His two main weapons are a deadly green spear and a powerful shadow shoulder charge similar to Johnny Cage's shadow kick.

The easiest way to beat Shao Kahn is by doing short hop kicks. After you land on the behemoth, continue hop kicking toward him, and he will stop blocking to try taunting you. When Shao Kahn begins this mental warfare tactic, pay no attention and move in for the kill.

If his boasting does get to you, remember the old Outworld saying: A fireball or sai can put out an eye, but taunts will never hurt me.

Shao Kahn's Big Mouth

The great Shao Kahn leaves himself open to attack when his majesty runs off at his royal mouth. If you can keep your wits about you, however, you can get in a few good shots on your way to victory as the Outworld emperor attempts to taunt you into submission.


Despite his position as ruler of the Outworld, Shao Kahn doesn't have much of an arsenal. Aside from his sharp tongue and salty language, the behemoth relies mainly on his green spear and a devastating shadow shoulder charge. His bark is much worse than his bite, however, as these weapons are easily countered.

PUZZLE KOMBAT

RAYDEN'S™ TOURNAMENT RACE

Take on your friends in a whole new way with this MK game! All you'll need are some playing pieces (coins work well) and a six-sided dice. Beginning at the space marked START, players take turns rolling the dice and moving forward as many spaces as rolled . Some of the spaces are marked with special instructions to follow. If you land on the same space as another player, get ready to rumble! Each player on the space rolls the dice. Whoever rolls highest moves forward an extra three spaces. Once you've fought your way through the course, the first player to reach FINISH wins!

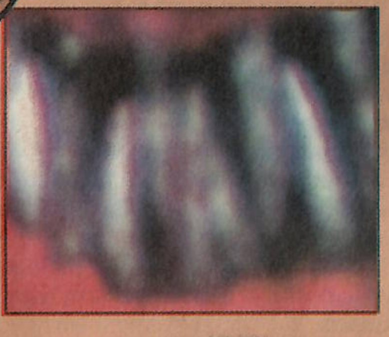
KANO'S™ KOMBAT KORNER

Kano's always fond of altering perceptions, and his latest puzzle is the toughest one yet. Putting down the paintbrush and picking up the camera, Kano stalked the Midway offices in Chicago where Mortal Kombat II was created.

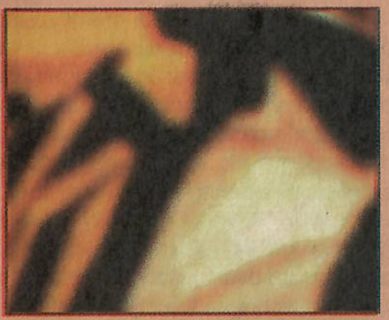
As usual, the dastardly villain simply refuses to show anyone the pictures he took without distorting them so much that only the most die-hard gamers would be able to decipher the photos he snapped.

See if you can make out the extreme close-ups at the left that Kano submitted this month with the clues provided!

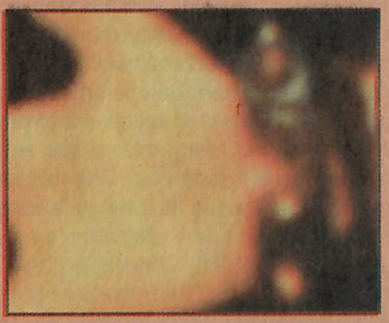
Answers and the full pictures appear below.



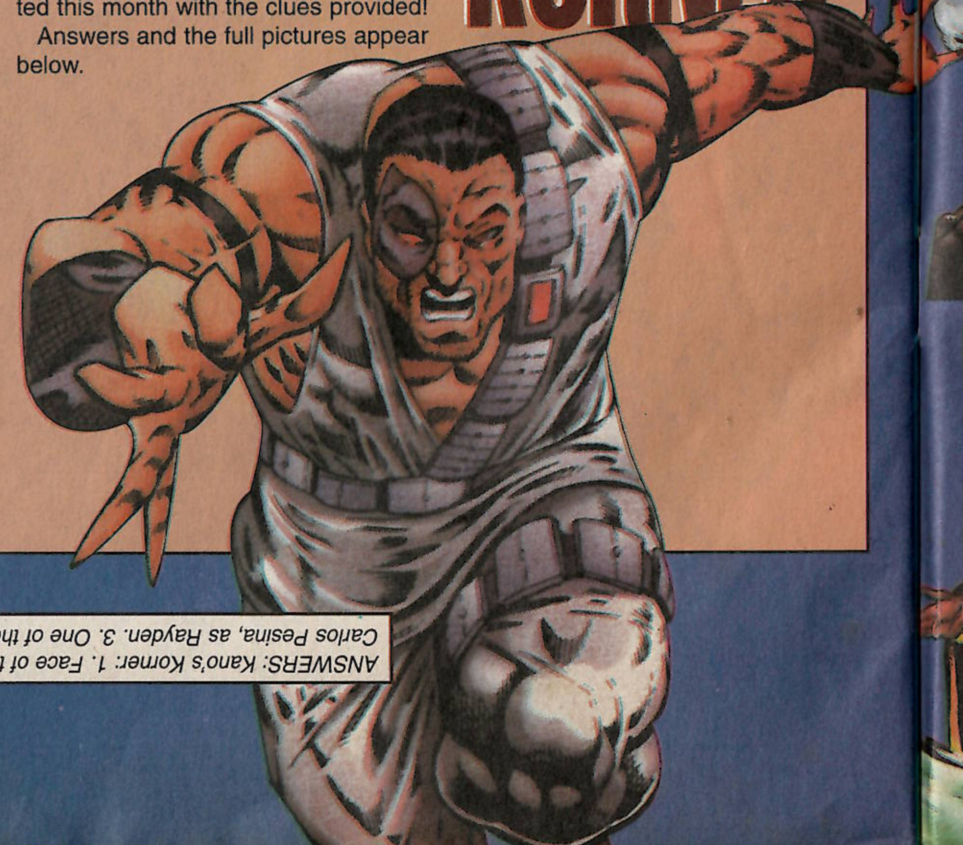
Clue #1: You'll never have a smile as nice as this Outworld maniac.



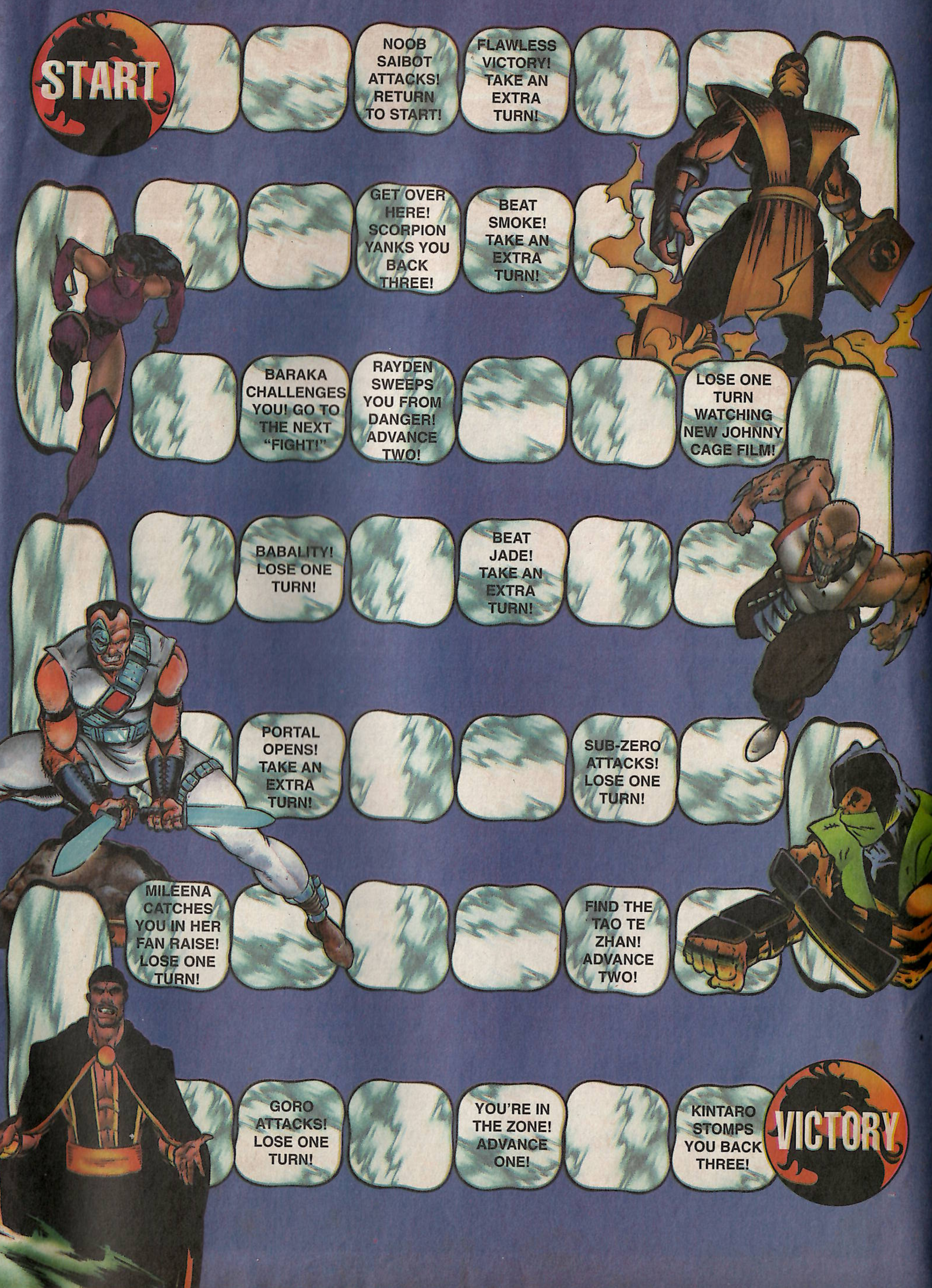
Clue #2: You've seen his hands on the side of the Mortal Kombat II arcade game.



Clue #3: The only member of the MKII cast who's feet are literally made of clay.



ANSWERS: Kano's Korner: 1. Face of the Baraka costume 2. The right arm of Carlos Pesina, as Rayden. 3. One of the hands of the Kintaro clay sculpture.

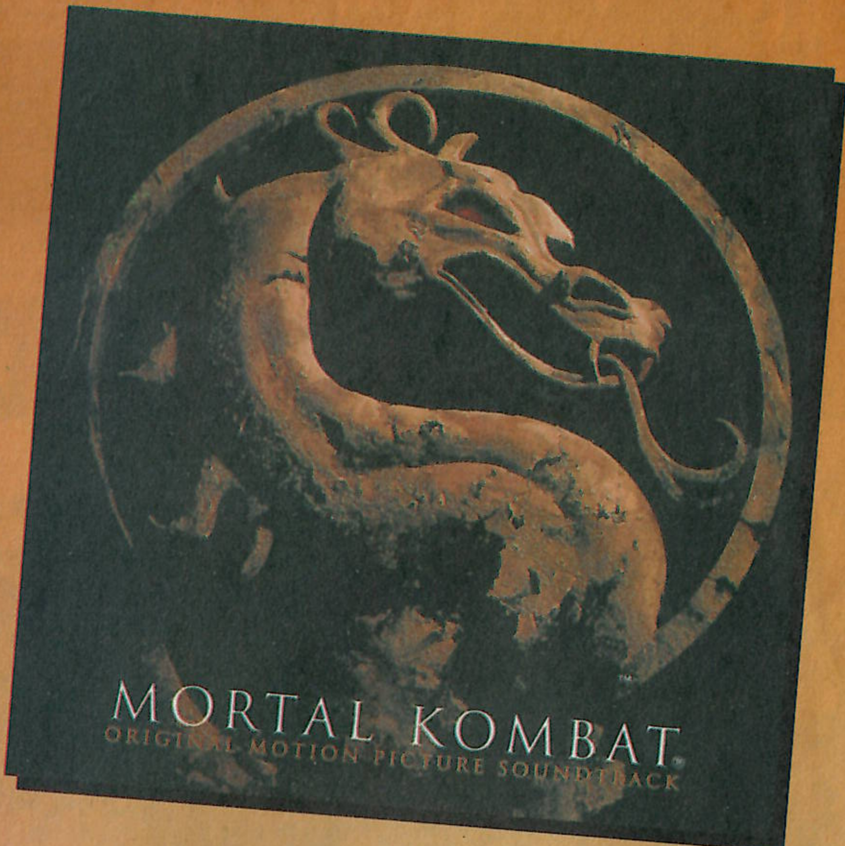

START
NOOB SAIBOT ATTACKS! RETURN TO START!
FLAWLESS VICTORY! TAKE AN EXTRA TURN!
BEAT SMOKE! TAKE AN EXTRA TURN!
GET OVER HERE! SCORPION YANKS YOU BACK THREE!
BARAKA CHALLENGES YOU! GO TO THE NEXT "FIGHT!"
RAYDEN SWEEPS YOU FROM DANGER! ADVANCE TWO!
LOSE ONE TURN WATCHING NEW JOHNNY CAGE FILM!
BEAT JADE! TAKE AN EXTRA TURN!
BABALITY! LOSE ONE TURN!
PORTAL OPENS! TAKE AN EXTRA TURN!
SUB-ZERO ATTACKS! LOSE ONE TURN!
FIND THE TAO TE ZHAN! ADVANCE TWO!
MILEENA CATCHES YOU IN HER FAN RAISE! LOSE ONE TURN!
GORO ATTACKS! LOSE ONE TURN!
YOU'RE IN THE ZONE! ADVANCE ONE!
KINTARO STOMPS YOU BACK THREE!
VICTORY

Mortal Musik

The live-action, butt-kickin' **Mortal Kombat** movie was a big hit (ouch) with Kombat fans and action-pic lovers alike, and is scheduled to be released onto video sometime in April. Not only was MK the Movie a visual fest with some awesome sfx, but the crackin' soundtrack featured such diverse talent as Utah Saints, KMFDM and Orbital.

The *Original Motion Picture Soundtrack* is out now in the stores with the original score by George Clinton and a bonus track not heard in the film, recorded by Psykosonik. We have *TEN* CDs of this Mortal Musik up for grabs in this month's Kombat Kompetition (enough with the gags already- Ed).

For your chance to win one Mortal Kombat CD, simply answer the following questions:



1. Who wrote the original score of the MK movie soundtrack?
   - a) Bill Clinton
   - b) George Clinton
   - c) Utah Saints
2. Who recorded the bonus track on the CD?
   - a) KMFDM
   - b) Orbital
   - c) Psykosonik
3. When will the live action Mortal Kombat movie be released onto video?
   - a) March
   - b) April
   - c) May

If you know the answers then ring our Mortal Kombat Kompetition Hotline on

☎ 0891 600 234

before 20th February 1996.

Listen carefully to the instructions, speak clearly and if you answer all the questions correctly you will be asked to leave your name and address. This will then be entered into a final draw and the winners will be picked at random. Make sure that there's no loud background noise when you call, as this will affect the recording equipment.

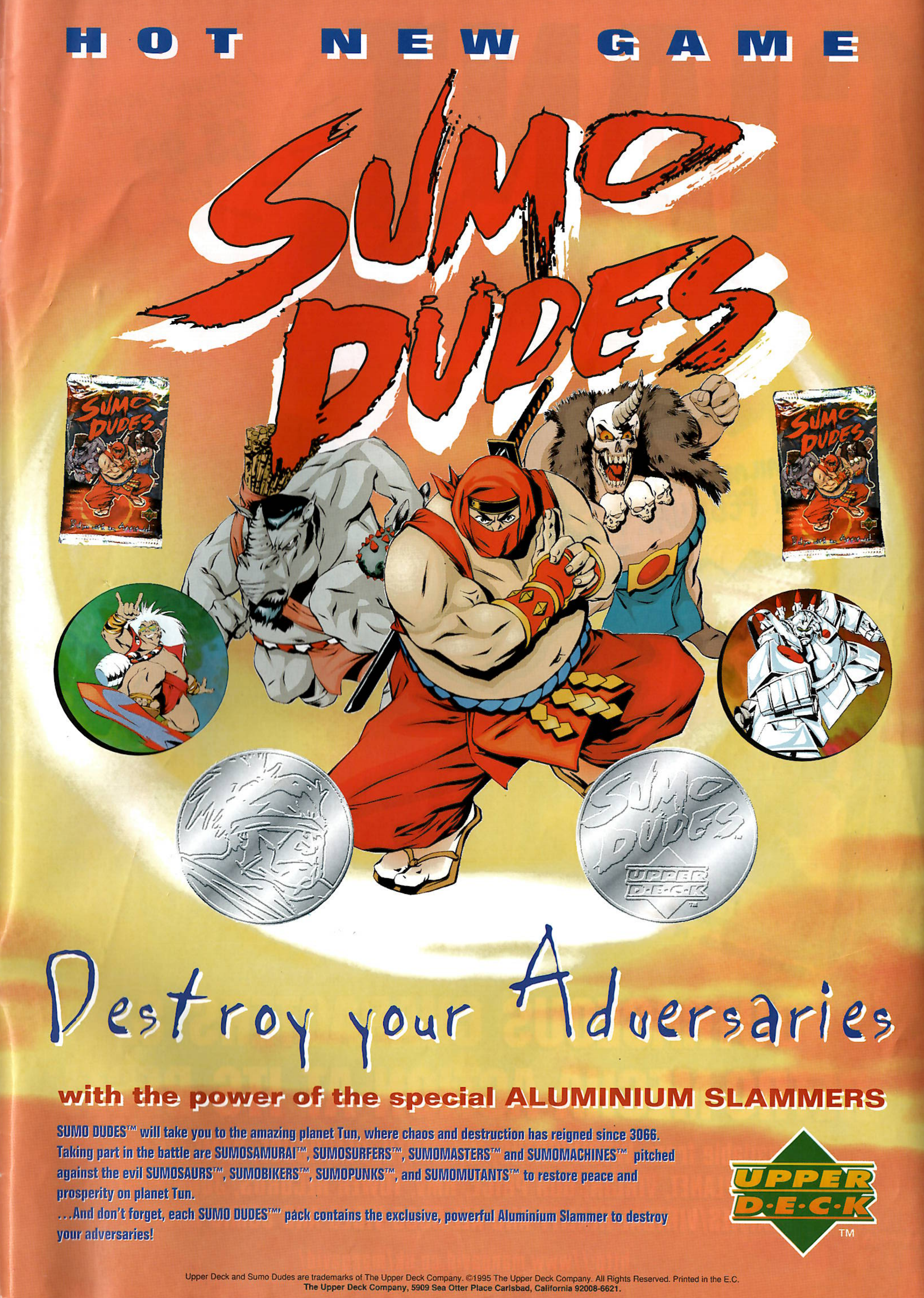
Alternatively, you can send your answers on a postcard to:

"Mortal Musik Competition",
40 St Peters Rd,
London W6 9BD.

GOOD LUCK!

Maximum call cost is £1.96.
Callers must have permission from the bill-payer.
Manga Publishing,
40 St Peters Rd,
London W6 9BD.

With thanks to Sam at London Records.



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